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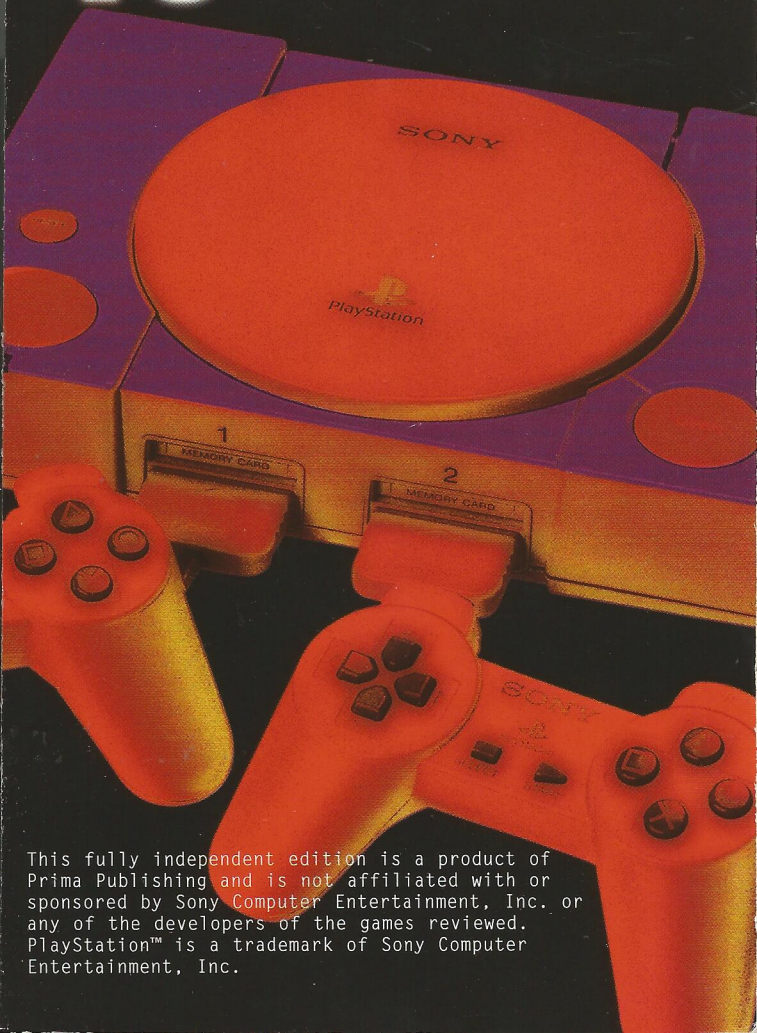

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PlayStation Power Pocket Guide: Unauthorized

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These pocket books are such a joy to produce! 16,000 words, 100 screenshots, and probably over a million fiddly PlayStation button symbols to sort out—sounds like my idea of fun!

I'd just like to take this opportunity to thank Paul Middleton for his simple but effective design—even if he did have to do it three times. The boys in editorial, Simon and Ian, for their text input; and finally you, for buying a PlayStation and this great book to accompany it.

Nick Roberts

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INTRODUCTION

Congratulations! You've made a very wise PlayStation purchasing decision. This book contains cheats and codes for all the top PlayStation games from Assault Rigs right through to Zero Divide. Everything you could ever want to get the most from the games in your collection has been gathered together for easy reference.

You'll find playing tips for all occasions. There are all the special moves for the top beat-'em-ups *Tekken 2*, *Street Fighter Alpha 2*, and *Mortal Kombat Trilogy*; winning cheats for *WipeOut XL*, *Formula 1*, and *Die Hard Trilogy*; then complete playing tips guides to such fantastic adventures as *Tomb Raider*!

The PlayStation videogame market has just gone from strength to strength since it's launch in 1995—and you can rest assured that you've chosen your next generation console wisely. There's so much top software now available for the PlayStation that it's almost impossible to select what to buy—and with the arrival of Sony's new PlayStation Yaroze in '97, a machine that when attached to a PC lets you create your own games, we should start to see the return of home grown, original and addictive games to the market too!

The future certainly looks bright—and the games look exceptional!

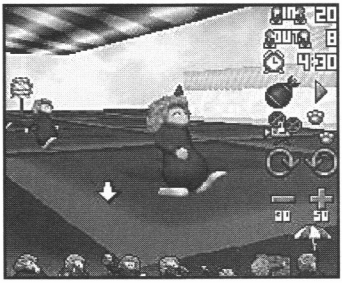
Nick Roberts

Nick Roberts

3D LEMMINGS

Cheat Codes

To see the end-of game animations, try the following codes inputted as passwords:

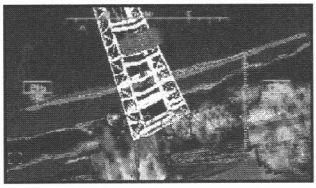


Space	**SPACEAAA**
Egyptian	**EGYPTAAA**
Army	**ARMYAAAA**
End of game	**MAZEAAAA**

To select any of the levels, enter **LAMPWICK** on the password screen.

AGILE WARRIOR

Level Codes



Cleared Stage 1:	**5433**
Cleared Stage 2:	**0007**
Cleared Stage 3:	**1213**
Cleared Stage 4:	**0224**
Cleared Stage 5:	**7154**

Enter these codes with the game paused:

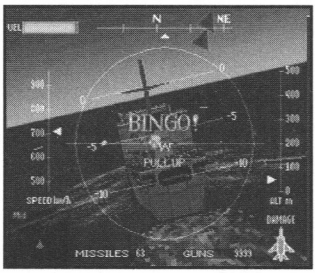
Invincibility:	**Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, X, X, X, X, △, □.
Maximum Fuel and Armor:	**Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, X, △, △, △, ○.
999 Weapons:	**Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, X, **R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2.**

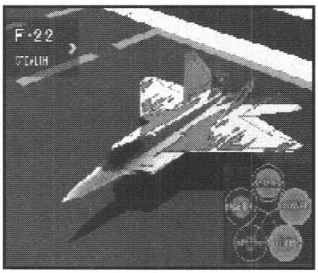
B1 Airstrike:	**Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, ×, ×, ×, ×, ×.
Mesh Fog Editor:	**Left** , □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, **Down**, **Down**, **Down**, △, △, △.
Overhead Map Translucency:	**Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, ○, ○, ○, ○, ○.
Hover Mode:	**Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, △, △, △, ×.

AIR COMBAT

Debug Mode

Hold **R1 +** ○ before the Loading Screen. The following cheats are entered in Debug Mode:





Hidden Game

On the Special Loading Screen press **Up, Left, Down, Right** and start a normal game. You get a bonus game during loading.

Plane Color Select

On the Special Loading Screen press **Up, Down, Left. Right, Up, Down, Left, Right** then press and hold **R1** until a small craft appears.

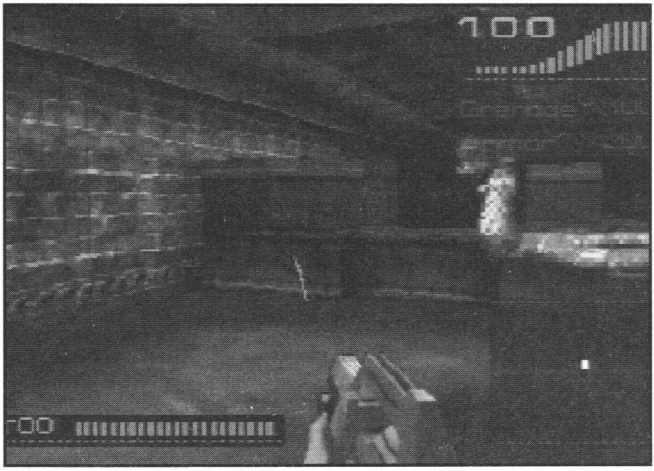
Plane Color Select, 2-Player

On the Special Loading Screen press **Left, Right, Left, Right, Down, Up, Down, Up,** ○, ○, △, △ then press and hold △ until a bug appears.

ALIEN TRILOGY

Tips

- The Auto Mapper is found on most levels. It's very useful for navigating your way around mazes, although it doesn't differentiate between rooms you have and haven't found.
- Always be sure to blow up the red barrels and the gray crates. These lead to hidden areas or contain bonus items such as cartridges and health. Strike a barrel and it destroys nearby scenery.
- Activating computer consoles is an integral part of play on many levels. The consoles are shown as blue dots on the level map. If a console is present it must be activated for the entirety of the level to be seen. Sometimes you will be unable to complete a level until a computer console has been activated.



- To save bullets, get close to an enemy before blasting. This shouldn't be hard because the slimeballs usually chase you!
- Don't worry about enemies in the ammunition collection rounds—there aren't any. You have only 60 seconds, but take your time; the level is very short. Be sure to blast any crates as bonus items are sometimes available.
- Don't pick up medikits until you're severely low on energy because they are few and far between. The best tactic is to make a note of where the kits are, and then go back and retrieve them when necessary.

- The aliens have acidic blood, so even their dead carcasses can damage you.
- There are several hidden rooms that are accessed by walking through walls, so always continue forward when faced with a dead end. You may find more than you bargained for.
- The Look function may seem pointless at first but it's invaluable in later levels when the aliens crawl on the ceiling.

Level Select

To access a particular level, type **GOLVL** on the password screen followed by the level of your choice. Now choose ACCEPT, EXIT and START and away you go to finish that queen once and for all!

Cheat

Enter **1GOTP1NK8C1DBOOTSON** on the password screen. You now have all weapons, unlimited firepower, invulnerability and access to all levels.

ARC THE LAD

The Priest's Quiz

Answer "No" to his first question and "Yes" to his second to get to his quiz. The answers are:

1. Seven people
2. Gogen
3. 4th Answer
4. 2nd Answer
5. 3rd Answer
6. 2nd Answer
7. 4th Answer
8. 2nd Answer
9. 4th Answer

ASSAULT RIGS

Invincibility

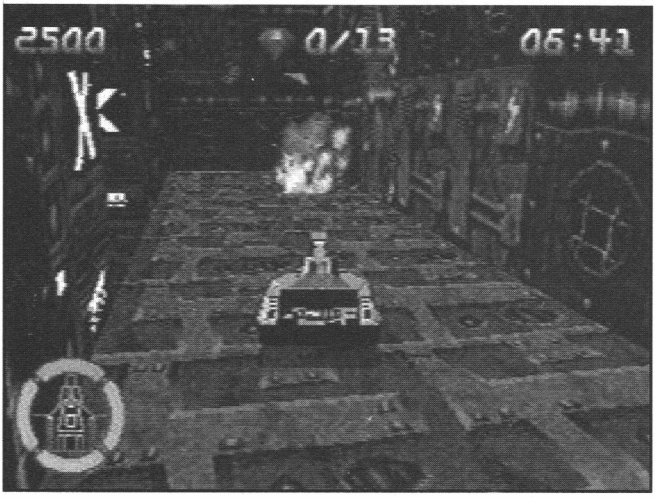
Pause the game and type **Left, ×, Left, ×, Left, Left, ×, Right, ×, Right, ×, ×**. A message will tell you that is has worked.

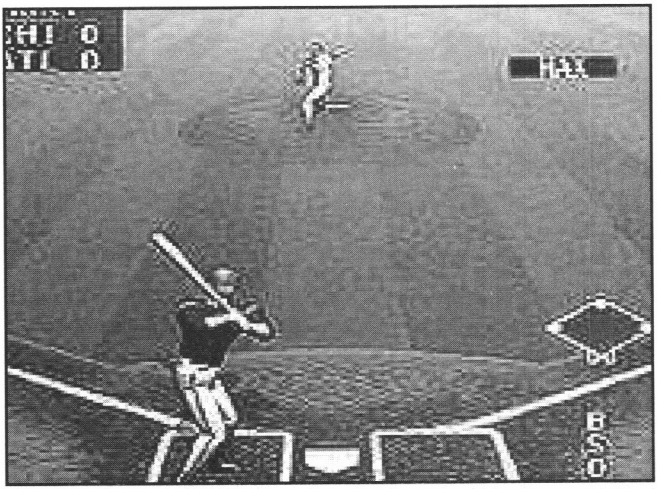
All Weapons

Pause and type **Left, Right, Left, Left, Right, Left, Right, Right, Up, Down, Up, Up, Down, Up, Down, Down.**

Level Codes

02 . . . . □×□×△□
03 . . . . △□□○○△
04 . . . . △□△△○△
05 . . . . □△△△×△
06 . . . . △□○○×□
07 . . . . ×□□□○△
08 . . . . △□×□△△
09 . . . . □△□×△×
10 . . . . △△○□×□
11 . . . . △△×△○□
12 . . . . ○□△△△×
13 . . . . △□○×△□
14 . . . . △△×□□×
15 . . . . ○×△△△△
16 . . . . ○□○○○□
17 . . . . △△△○△□
18 . . . . □○□×□△
19 . . . . ××□×△○
20 . . . . ×□×△△□
21 . . . . △□△□△△
22 . . . . □□△○□△
23 . . . . ○××××△
24 . . . . △□□△△△
25 . . . . △○△△○□
26 . . . . □○○×□×
27 . . . . ×○□△△□
28 . . . . □○□□□□
29 . . . . △□○×○○
30 . . . . □○×○×□
31 . . . . ○□×△○△
32 . . . . △□×○□×
33 . . . . ××△××□
34 . . . . ×○□○○□
35 . . . . ○△×△×△
36 . . . . ×△△××□
37 . . . . ×△△×△□
38 . . . . ○×△△□○
39 . . . . □△□△□×
40 . . . . □×△××△
41 . . . . △×△○□×
42 . . . . ○×△○×□





BASES LOADED '96

Cheat Codes

First activate cheat mode by pressing △□×○○○ on controller two. A piano note indicates the code has worked.

You can now use the following cheats:

Any Inning: Press × to get the words "Let's go inning" in the corner of the screen. You can now cycle through the innings with the × button.

Homer: Press L1 to hear the words "home run". You now hit a homer every time.

Computer Takeover: Press L2 and the computer plays a game.

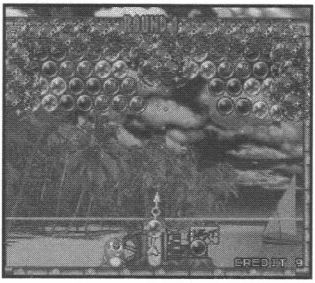
BOGEY: DEAD 6

Different View

To add a new viewpoint to the game just press and hold: **L1, L2, R1, and R2** while selecting your plane by using the × button. Hold all these buttons down through the "Now Loading..." screen until the game begins. Now release the buttons and press the Select button to change your views. You should notice a new viewpoint outside the plane. Now save to your memory card and you won't have to bother doing all that again!

BUST-A-MOVE/PUZZLE BOBBLE 2

More Credits



Go to Option mode and highlight credit. Press **Left, Right, R1, R2, L2, L1, Up, Down** then tap ○ to increase credits.

COLLEGE SLAM

Cheats

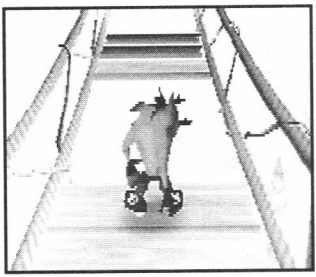
These codes should be entered at the "Today's Match-Up" Screen...

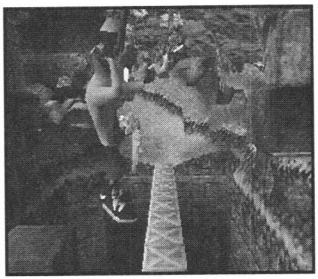
- For Power Dunks, press Up and Down repeatedly for about five seconds, then press a button. You can now dunk from half court.
- For a whirlwind throughout the game, rotate the pad clockwise continuously for about five seconds and then press a button. Floor your opponents with ease.

CRASH BANDICOOT

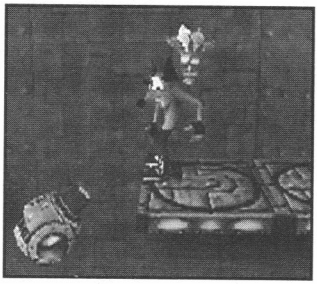
Level Pick-ups & Passwords

Level 1, N. Sanity Beach
Pick-ups: White Gem
Password: None
Level 2, Jungle Rollers
Pick-ups: White Gem, requires Green Gem
Password: 2%—○□○□○○△□

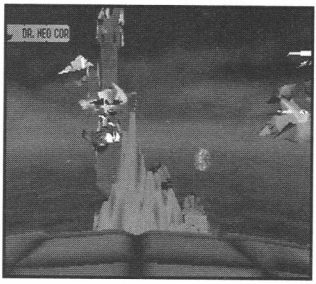




Level 3, The Great Gate
Pick-ups: White Gem, requires Yellow Gem
Level 4, Boulders
Pick-ups: White Gem
Password: 6%—○×□△○□□△
Level 5, Upstream
Pick-ups: White Gem, requires Gold Gem
Boss One, Papu Papu
Password: 11%—□□×□□△×△
Level 6, Rolling Stones
Pick-ups: White Gem, requires Blue Gem
Password: 13%—×□×○×□△×
Level 7, Hog Wild
Pick-ups: White Gem
Level 8, Native Fortress
Pick-ups: White Gem, requires Pink Gem
Password: 18%—□□△×○○×△
Level 9, Up the Creek
Pick-ups: White Gem
Boss Two, Ripper Roo
Password: 22%—○□□○○×××
Level 10, The Lost City
Pick-ups: Green Gem



Level 11, Temple Ruins
Pick-ups: White Gem
Password: 27%—
×○×○○×□○
Level 12, Road to Nowhere
Pick-ups: White Gem, requires Red Gem
Level 13, Boulder Dash
Pick-ups: Key and White Gem, requires Red Gem
Password: 31%—
□×△△×□×△



Level 14, Sunset Vista
Pick-ups: White Gem
Boss Three, Koala Kong
Password: 36%—
×○○○×□×□
Level 15, Heavy Machinery
Pick-ups: White Gem
Password: 38%—□□×△×□○×
Level 16, Cortex Power
Pick-ups: White Gem, requires Blue Gem
Level 17, Generator Room
Pick-ups: Gold Gem
Level 18, Toxic Waste
Pick-ups: White Gem
Boss Four, Pinstripe
Super Password: 52%—
△△○××□□○□△△××○○□○□△□×××○
Level 19, The High Road
Pick-ups: Blue Gem
Level 20, Slippery Climb
Pick-ups: Red Gem
Level 21, Lights Out
Pick-ups: Purple Gem and Key two, requires Yellow Gem
Level 22, Jaws of Darkness
Pick-ups: White Gem, requires Blue Gem
Level 23, Castle Machinery
Pick-ups: White Gem, requires Green Gem
Boss Five, Dr. Nitrus Brio
Level 24, The Lab
Pick-ups: Yellow Gem

Level 25, The Great Hall
Pick-ups: Super Bonus
Final Boss, Dr Neo Cortex
Password: 100%—
△△△△×□△△△△□×△○△△△○□△××××

Cheat

Use this special code to open up all of the levels in the game at once, with all gems and keys collected. This will completely spoil the game—but that's up to you!
△△△△×□△△
△△□×△○△△
△○□△××××

CRIME CRACKERS

Title animation

To get the animation, on the title screen press **Up, Up, Down, Down, Left, Left, Right, Right, Select**. The word "Start" turns to "Animation".

Debug Mode

For the debug mode, at the title screen press **R1, R1, L1, L1, R2, R2, L2 , L2, Left, ○, Right, □, Select, Start.**

CYBERSLED

More Sleds

On the title screen, press **Up , Left, Down, Right, Up, △, Up, Right, Down, Left, Up, ○.**

You hear an explosion. You select the extra sleds by moving right or left off the selection bar.

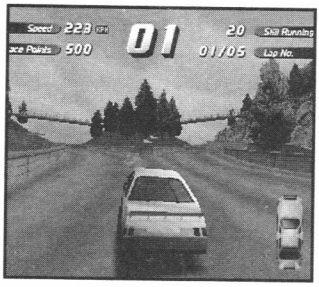
CYBERIA

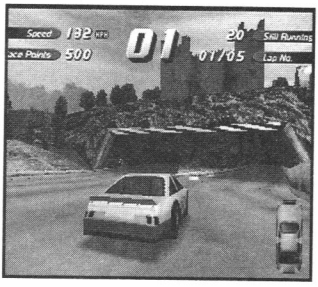
Cheat

At the start of the game, enter your name as **NEMROSIM.** You can now access difficulty level one in both arcade and puzzle mode, all passwords are in place and there's even a little blood on offer.

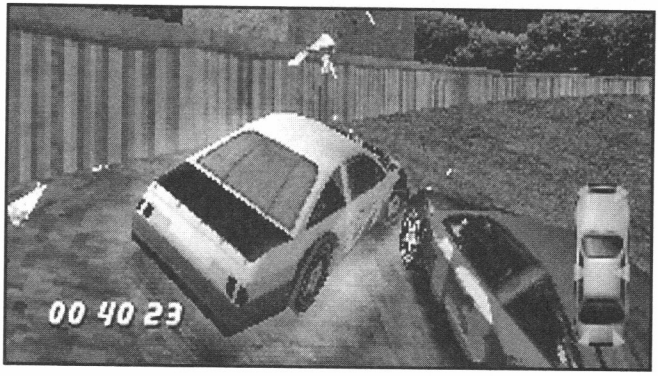
DESTRUCTION DERBY 2

Tips for the Bowl Tracks





- Try not to get your car stuck against the wall. The CPU controlled cars will take advantage and ram you. A couple of head on crashes and your car will be a wreck!



- Try to avoid hitting an opponent head on. If two cars hit hood to hood the speed of the crash is doubled and as a result causes more damage. Try to smash into the side of your opponent, this will cause more damage to their car and limits the damage to your vehicle.
- Remember that you don't always have to be in the middle of the action. If you can avoid contact with other cars it can only be good news. The CPU cars will take each other out of the race and leave you in a much stronger position to win!
- The outside view is recommended when playing a destruction bowl as this perspective offers a much better view of what is happening. This means you'll have a better chance of anticipating crashes and hopefully avoiding them!

DIE HARD TRILOGY

Level passwords

Note: In each of the following codes, the □ symbol denotes a SPACE.

Die Hard

Level 2: The Reception
5% complete.
ZN1!6HTWZJ!HF
GK5N5W7CX7JZR
V!CYHPZRV!CXH
KZRV!CYHPZRVJ

Level 3: Construction No. 1
10% complete.
T41X□3□4TD1DP
5B9W974MM6DT7
4XMLG9T74XMMG
FT74XMLG9T74J

Level 4: Office
15% complete.
Q□1WSX3WQK!CD
!6FSS!M1FFPQ2
SC1D5JQ2SC1F5
NQ2SC1D5JQ2S□

Level 5: Maintenance No. 1
21% complete.
Y41!ZDT3YJMZZ
Y!BPYY6MW7DY7
NZMVH9Y7NZMWH
FY7NZMVH9Y7NJ

Level 6: Computers No. 1
26% complete.
F8279HY3FLM6X
15K1!TGNWWHF9
P6NVMBF9P6NWM
GF9P6NVMBF9P□

Level 7: Executive No. 1
31% complete.
74225VHK7WVMW
H7GRVLCLH1X74
XMLG9T74XMLH9
Y74XMLG9T74XJ

Level 8: Construction No. 2
36% complete.
TN1ZN9JCSJ□XL
7X5R9N4WL68TR
6XWMGFTR6XWLG
9TR6XWMGFTR6J

Level 9: Office No. 2
42% complete.
H425H75XGGVRV
BXK479!L!3XH5
XRLZCTH5XRL!C
YH5XRLZCTH5XJ

Level 10: Ballroom
47% complete.
3D231ZZ!23CK!
8BS□QV9Q7JZ3D
FKQ6SW3DFKQ7S
!3DFKQ6SW3DFJ

Level 11:
Maintenance No. 2
52% complete.
W82GN88TVSCFX
WCM79Q5PRZ!WC
FFPQQVWCFFPRQ
ZWCFFPQQVWCF□

Level 12: Office No. 2
57% complete.
942RCHX88Z14N
RL3WL4XLM2D95
4NLLB9954NLMB
F954NLLB9954J

Level 13: Construction No. 2
63% complete.
TJ2HGH□DSD1DP
Z□VN45NTLG9TM
6DTM6DTM6DTL6
8TM6DTM6DTM6□

Level 14: Vault
68% complete.
DX22HW5SGZPQ7
□Z5NGQZGSM2DY
MQGTW7DYMQGSW
3DYMQGTW7DYMJ

Level 15: Computers No. 2
73% complete.
BX21PND98VGP□
4ZB1QDYGNLLBY
CPGPVRBYCPGNV
MBYCPGPVRBYCJ

Level 16: Executive No. 2
78% complete.
XJ2BXT9SZXPG5
DJ6S□Z69SH1XM
LG9T74XMLG9S7
□XMLG9T74XML□

Level 17: Office No. 2
84% complete.
RS2GX9C5P9SCJ
S3X65LMYGYWRV
!CYHPZRV!CYGP
VRV!CYHPZRV!□

Level 18: Maintenance No. 2
89% complete.
FS237Z5NHGKQR
871JV7ZXVWCFT
R6XWMGFTR6XVM
BFTR6XWMGFTR□

Level 19: Computers No. 3
89% complete.
B42□RJ498VGPC
7S8DVXY2P2NB5
8P2NBKB58P2PB
PB58P2NBKB58J

Unlimited Shotgun

Pause the game and hold down the **R2** button. Push **Right, Up, Down, Down, □, Right.** You now have an unlimited Shotgun.

Skeleton Mode

Pause the game and hold down the **R2** button. Now press △ 10 times and push right on the D-pad four times. This turns all the bad guys into nasty looking skeletons—freaky!

Fat Mode

Pause the game and hold down the **R2** button. Now **Right, □, □, Down.** The people are now either extremely tall or short and fat!

God Mode

Pause the game and hold down the **R2** button. Now press **Right, Up, Down, □.** You are invincible.

Reverse Controls

Pause the game and hold down the **R2** button. Now press **Right, □, △, Right.** This will reverse your controls, although why anyone would want to use this cheat is beyond us!

Villains Float Up!

Pause the game and hold down the **R2** button. Now press **Down, □, △, Down.** The dead baddies now float off the screen up to heaven!

Die Hard 2: Die Harder

Level 1: Dulles Airport
No Password needed!

Level 2: New Wing
14□JJ2JB144JL
289144JB□□F1□
4JLKT3GS9□L38
F144JL289144J

Level 3: Tunnel
SS□XHKG5SW3DF
KQ6SW3F!QQ1SM
3DDQRNCCVDFJQ
2SW3DFKQ6SW3□

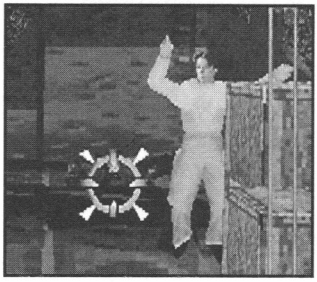
Level 4: Run Way
F416QVMBF5NQL
VC9F5NNSLCHF9
NQM1W6TDP6LWC
FF5NQLVC9F5NJ

Level 5: Plane Interior
N□□V38Y3N2JB1
85□N2J955Y1NL
JB□1L4Q7TV195
4N2JB185□N2J□

Level 6: Church
8N□N8KL68P2NB
KB85P2RQ!L581
2NB698681NBJB
18P2NBKB58P2J

Level 7: Snowmobile Chase
8D142J2□8F1N6
JV38F1JJ3B□8P
1N7BGCBSV46KV
78F1N6JV38F1J

Level 8: Plane Intercept
N□1B58YN2JB1
85□N2JHHXP2NZ
JB□76LXXNV195
4N2JB185□N2J□



Fat Mode

Pause the game and hold down the **R2** button. Now press **Left, △, Right, Down.** The people are now either extremely tall or short and fat!

Lots of Ammo

Pause the game and hold down the **R2** button. Now press **Right, □, Left, ○, △, Down.** You'll now have 999 bullets to attack the baddies with!

Fergus Mode

Pause the game and hold down the **R2** button. Now press **○, Down, Down, □, ×, □.** All the baddies look the same!

Map Editor

Pause the game and hold down the **R2** button. Now press **Right, Up, Down, □.** You can now use the "Map Editor" and look at things like the levels scroll path, plus lots other little features!

Die Hard With a Vengeance

Level 2: Central Park
XJ1GFT!7XMLG9
T74XMLD3K72X
LG82RC8VMZKSH
HXWQZWM7GVHSJ

Level 3: China Town No. 1
T81XMLG9TC5DP
LQBTC5G!VQDT7
5DN965F24Y7QQ
7TW1X6CK5JV6J

Level 4: Down Town No. 1
ZS1!CYHPZWWHF
YRQZWWF7PRJZR
WHD67TBLVY7QR
TZ3!!!BK!□2BJ

Level 5: Central Park No. 2
KS28P3DFKV78Y
3NGKV7BRCN8KQ
78XS415M6VCC4
□K63SGSJDFD2J

Level 6: China Town No. 2
Z41!5XRLZ7S!3
XHKZ7SY9NHRZC
S!27!ZBGTD7LR
J!7XHK!CVWFG□

Level 7: Urban No. 2
!81!MZHT!CYHP
ZRV!CYF!QRX!7
YHN57PC2XX9MH
TZ3T!7VPFC4H□

Level 8: Down Town No. 2
5422VBKB54NLL
B9954NJS29H58
NLMKT6KFP6VT1
C48J2198NRN6J

Level 9: Aqueduct No. 1
S82DFJG1SC1DT
JQ2SC1GHSQ4S7
1D4C6FD2□SM□6
7TW5XQ4QGC62□

Level 10: Wharf
7N23LHKZ7NZMV
H9Y7NZKJ79W7S
ZMWNTLMY!6ST9
T6□□V38MH9T9RJ

Level 11: Aqueduct No. 2
8J24□KV78K248
K248K262T228Y
249BLCXS3K66L
3996NV535LHKJ

Level 12: "Simon Gruber"
9N24LMLG9P6NV
MBF9P6QJWBC9T
6NW8V2YX72L82
C89248C9MQZN□

Hello Mode

Pause the game and hold down the **R2** button. Now press **Right, Up, Down, □.** You'll now see a pair of digits at the bottom of the screen, this indicates your coordinates.

Giant Cars

Pause the game and hold down the **R2** button. Now push **Left, △, Right, Down.** All the cars on the road are now huge!

Extra View

Pause the game and hold down the **R2** button. Now press **Down, ○, Down, ○.** You can now select a new "Chase Car" view.

Slow Motion

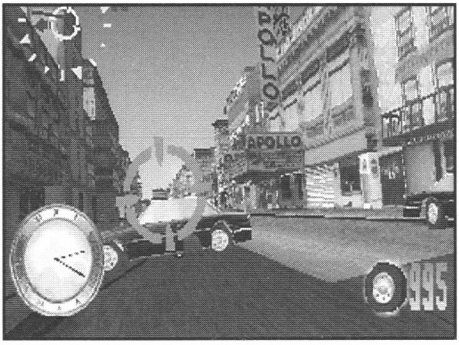
Pause the game and hold down the **R2** button. Then press **Left, Up, Left, Left, □, Down.** Everything will now move in extra slow-motion! However, be warned, once this cheat is enabled you cannot turn it off without resetting the game!

Lots of Turbos

Pause the game and hold down the **R2** button. Then press **○, ○, □, □, Down, Down, ×, ×.** You'll now have 999 turbos!

Infinite Lives

Pause the game at any time and hold down the **R2** button Now press **Left, ○, Up, Down, □, Right.** You now have infinite lives to play around with.



ESPN EXTREME GAMES

Last Password

254, 071, 216, 094, 085, 085, 177, 113, 104

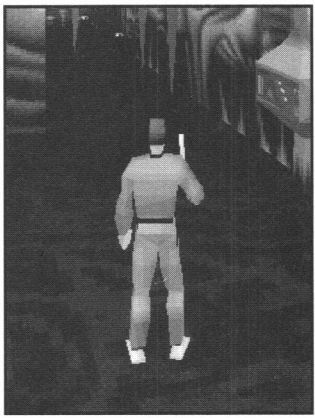
Extra Money

229, 013, 066, 016, 000, 000, 000, 000, 031 (you get $1,110 after the first race)

FADE TO BLACK

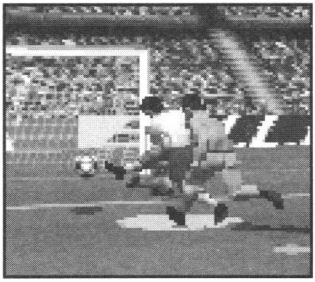
Passwords

Level 1:	□○△×○□
Level 2:	△○×○□×
Level 3:	×○×○△×
Level 4:	×□△○○△
Level 5:	□□△××△
Level 6:	△××××○
Level 7:	○○△×△×
Level 8:	□□×△□□
Level 9:	△××△○△
Level 10:	×△□○△×
Level 11:	○□××□×
Level 12:	□△×□○×
Level 13:	××○△○△



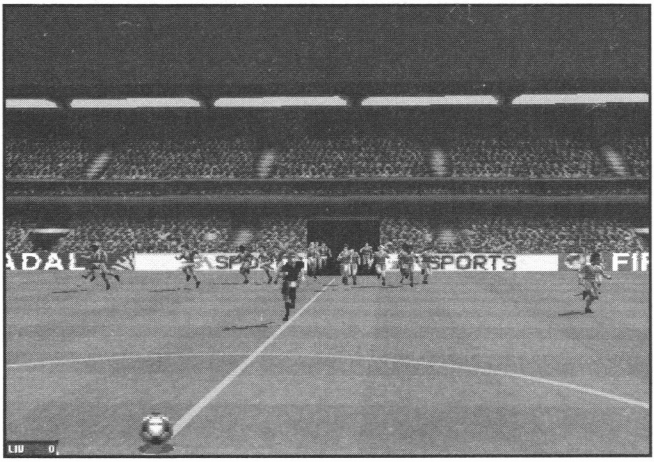
FIFA '96 SOCCER

Cheats



Pause the game, select the Options menu, and enter one of the codes offered here. On the main menu you can now press □ to access the Secret Options menu. Unavailable codes are shaded. Use the other codes here to make them available.

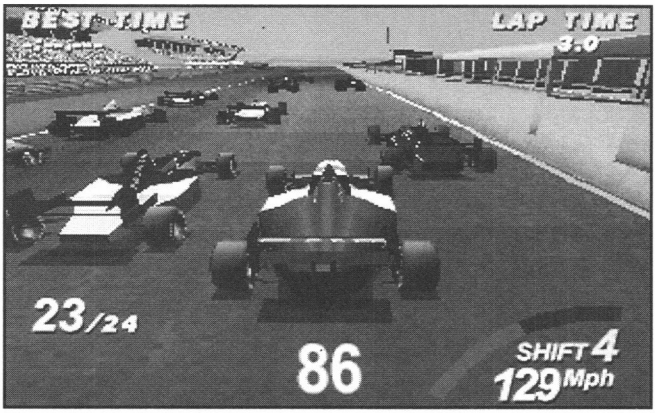
Super Power:	△□△△△△△△△△
Super Offense:	□□□□□△×
Super Goalie:	□□□□□△△△△△
Super Defense:	△△△△△×△
Stupid Team:	□△×□△×
Shoot-Out:	□△□×□△
Oktoberfest:	□△×□△△△△
Invisible:	□△×□△△×□
Invisible Walls:	×××△□□□△
Formal:	□△×□△△×△
Federation:	□△×□△△××
Dynamic Duo:	□△×□△△△□
Default Color Pallete:	□△×□△△△×
Curve Ball:	△□×△××



FORMULA 1

Racing Line

- By finding the racing line and staying on it you can straighten the curves, reducing the need for braking. When taking a right/left chicane, for example, start on the left side of the track and drift to the right as you come through it. This cuts out much hard swerving. Likewise, on a corner start in the outer lane, cross to the inner lane as you take the bend and then return to the outside.
- Lose your nose cone and you find your speed increases without reducing your car's handling performance. Knock pieces such as the cone or rear fin from your opponent's cars and they usually pit in next lap.



- Don't throw your car too heavily over the kerb—it does the suspension no good at all. The occasional cutting of corners might save you a second, but do this all the time and you lose performance.
- Likewise, stay off the grass and the gravel. The grass offers no grip whatsoever. It may be tempting to mount the gravel traps when overtaking, but the grit slows you down so much you'll lose places.
- Don't make sharp turns while accelerating, or hit the accelerator while cornering. This is a surefire way to spin the car and cause an accident.

Bike Mode

Bored with racing Formula One cars? We can't think why with a great game like this, but this neat little cheat lets you race on miniature motorbikes with titanic tires. And why not? After all, 1996 World Champion Damon Hill started his racing career on bikes…

On the screen offering the options Practice, Qualify, and Race, press and hold Select and quickly press:
Down, Up, ○, △, Right, Up, □, △.

Now release Select. A message confirms the code has been activated and your wheel count is cut in half.

Buggy Mode

To cut the cars down to size and race as tiny little toys…
Go to the screen offering Practice, Qualify, and Race options. Hold the Select button and quickly press:
Right, Up, △, Left, Up, □.
Now release Select. You get a message confirming that the code has worked. You now race in tiny speeders.

Lava Mode

Ever wondered what it's like to race on red hot ashes? No? Never mind—with this scorching cheat you can find out anyway.

On the options screen offering Practice, Qualify, and Race, press and hold Select and input the following code, again very quickly:
□, ○, Up, Right, Right, ○, ×.

Now release Select. A message again confirms the code, and leaving the pits on cold tires is now the least of your worries.

Frameout City—a Secret Track

This is a car-shaped course. Watch out for great tunnels, a pit lane on top of a bridge, and great backgrounds.

Go to the screen offering Practice, Qualify, and Race options. Hold the Select button and press:
Left, ○, ○, △, △, ○, Up, Right.

Now release Select. You get the message "Bonus track activated", and the track becomes selectable.

Gibberish Mode

This so-called cheat has no affect on the game, but is good for a laugh nonetheless.

On the options screen offering Practice, Qualify, and Race (just for a change), press and hold Select. Quickly enter: **Left, ○, Up, Down, Down, Right, ○, □, □.**

A message confirms the code has been correctly entered and the commentator goes berserk, throwing in lines at random.

GEX

Cheat Codes

Press **Pause**, hold **R1**, and enter one of the following cheating codes:

Infinite Lives: Up, ○, △, Down, Right, □, Down
Fire Balls: ×, Up, Right, Up, Right, Right
Ice Balls: ○, ○, Left, Down, ○, Up, Right
Electricity: Right, Left, Right, ○, △, Right, ○, Down, Right
Super Jump: ×, ○, Up, Up, Down, Right, Right
Invincibility: ×, □, Down, Down, Up, Down, Right

GUNSHIP

Invulnerability

After you get your mission orders from the boss, press and hold **L1, L2, R1** and **R2** for the duration of the load. On the Mission Screen you see the word "Cheat" in the top-left corner. Guess what that means?

HYPER FORMATION SOCCER

Cheat Codes

For 100% fitness, choose the exhibition mode and before the start of the match, select Team Condition. On this menu, press **Right, Up, Left, Down, □.**

To find the two hidden teams (Master and Human) on the main menu, hold **R1, L1, Right** and □ and press △ and × once. You hear a couple of sound effects.

IMPACT RACING

Debug Mode

Enter **RABBITBADGER** as a password to get debug mode selectable as an option.

Full Weapons

Again on the password screen, enter **ALL.TOOLEDUP** for full weapons.

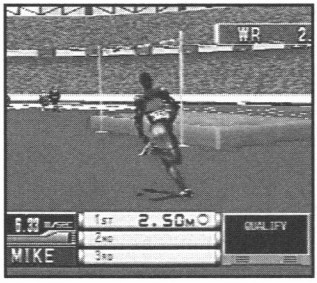
Bonus Levels

On the passwords screen, enter **BONUS.LEVELS.** You play the bonus stages instead of the main tracks.

INTERNATIONAL TRACK & FIELD

Features

Bikinis: On the Game Select screen, choose 100m Freestyle and press **Up, Up, Down, Down, Left, Right, Left, Right, ×, ○.** When you start, the swimsuits have become bikinis.



IN THE HUNT

Stage Select

With the cursor on Start, press **Up/Left** on the D-pad, ○, and Select.

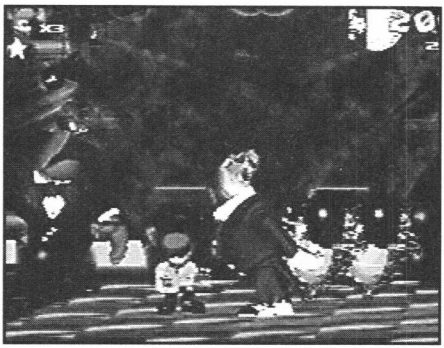
Speed Up

If you want an extra boost of speed while playing the game, all you have to do is pause for a few seconds and then unpause while holding down the △ and R2 buttons.

JOHNNY BAZOOKATONE

Cheats

Level Select:
KRISTIAN
God Mode:
PILCHARD



Level Codes

2: AFLEAPIT
3: TEASPOON
4: SEDATION
5: VERYNICE

KING OF FIGHTERS '95

Play as bosses

On the character selection screen, select Yes for Team Edit. Then hold **Start** and press **Up** and ○, **Right** and □, **Left** and ×, **Down** and △.

LOADED

Cheats

Pause the game to get to the Options Screen. Hold **L1+L2** until the cursor freezes, then input one of these codes to access a hidden option.

Smart Bomb:	**R1, R2,** ×, △, □, ○, **R1, R1,** ○, ○, □
Skip Level:	×, **R1,** △, **R1,** □, ○, **R2, R2,** ×, □, △, ×
Power:	**Right, Down, Right,** △
Lives:	**Left, Down, Right,** △, □, ×, ○
Health:	**Right, Right, Left, Down, Down, Up,** △, ○
Ammo:	**Down, Right,** ○, **Left, Right,** ○

LONE SOLDIER

Cheat Codes

Pause the game and enter the following:

God Mode:	**Up, Left,** ○, △, **Up, Left**
Level Skip:	**Down, Right,** ○, △, **Down, Right**
All Weapons:	**Right, Down,** ○, △, **Up, Right**

MADDEN NFL '97

General Tips

No matter which team you chose to play as, there are certain dos and don'ts that any good coach should follow when calling plays:

- Try to vary your plays as much as possible. Use a couple of running plays as this brings the defense men forward in anticipation of another run. This leaves the secondary open and the wide receivers poorly covered. You can then usually make a good gain of yards with little trouble. Mixing up your play selection is crucial, especially when playing teams with a good defense as they pick up on your tactics very quickly.

- At the end of the half or game try to run the clock down as much as you can. Manipulating the game clock is a very crafty way of putting heaps of pressure on the opponent's offense, if you can waste a couple of minutes while driving down field, and then score, the opponent has a bigger deficit to pull back and less time to do it in. The best plays for doing this are running plays, and always be sure you get tackled in bounds as running out of bounds stops the clock.
- Use trick play once every-so-often as it serves to unsettle the defense. The Draw and Play action plays are both good examples of this, and make it extremely difficult for the defensive line men and back field markers to work out were the ball is going.
- Try to avoid calling a running plays in the final stages of a game if you are loosing, the fourth quarter is make or break and is time to come up with some big plays. You should be looking up top for the big yardage makers or the clock will have run down before you know it!

- Try not to waste time outs in the early stages of a half, you only get three which should ideally be saved until the last few minutes. Using your time outs correctly can save the game for you in the dying seconds of a close match.

- Don't take unnecessary risks in the early stages of a game, if you get down to the opponent's red zone and then find you can't progress the ball anymore, take the easy field goal. At this stage it's much more important to get three points on the board rather than try for a risky six.
- Do not waste any possession of the ball you get, if you can score on every drive you'll put great pressure on the opponent's offense to come up with big plays when they get the ball. Pressure means prizes!

Hidden Teams

There are hidden teams in this cool game. To find them just go to the user records and enter your name as "**TIBURON**". Now go to the team selection menu. The following all-star teams should have appeared:

- AFC Pro Bowlers
- NFC Pro Bowlers
- All Madden all time team
- All 50's, 60's team
- All 70's team
- All 80's team
- EA Sports team
- Tiburon

MOBILE SUIT GUNDAM

Level Select

On the intro sequence before the title screen hold **L2, R1, Select** and **Left** together.

MORTAL KOMBAT TRILOGY

Special Moves

Key...

LP	**Low Punch**	**HP**	**High Punch**
LK	**Low Kick**	**HK**	**High kick**
Block	**Block**	**Run**	**Run**

Baraka

Special moves

Shredder	← ← ← LP
Spark	↓ ← HP
Swipe	← HP

Finishing moves

Fatality 1	← ← ← HP (Sweep)
Fatality 2	← → ↓ → LP (Sweep)
Friendship	↓ → → HK (Any)
Babality	→ → → HK (Any)
Pit Fatality	LK Run Run Run Run (Close)
Animality	Hold HP → ← ↓ → (Close)
Brutality	HP HP LP Block HK HK LK LK Block (Close)

Johnny Cage

Special moves

Hi Fireball	→ ↓ ← HP
Low Fireball	← ↓ → LP
Punch Uppercut	← ↓ ← HP
Shadow Kick	← → LK

Finishing moves

Fatality 1	↓ ↓ → → LP (Close)
Fatality 2	↓ ↓ → LK (Close)
Friendship	↓ ↓ ↓ ↓ LK (Any)
Babality	→ ← ← HK (Any)
Pit Fatality	↓ ← → → Block (Close)
Animality (Close)	↓ → → → HK Block
Brutality	LK HK LP HP HK HK HP HP LP HP (Close)

Classic Sub-Zero

Special moves

Ice Ball	↓ → + LP
Ground Ice	↓ ← LK
Ninja Slide	← + LP + Block + LK

Finishing moves

Fatality 1	↓ ↓ ↓ → HP (Close)
Fatality 2	↓ → → → HP (Close)
Friendship	↓ ← ← → LK (Sweep)
Babality	↓ ← ← HK (Any)
Pit Fatality	→ ↓ → → HP (Close)
Animality	← ← → ↓ LP (Close)
Brutality	LP HP Block LK LK HK HK LP HP LP (Close)

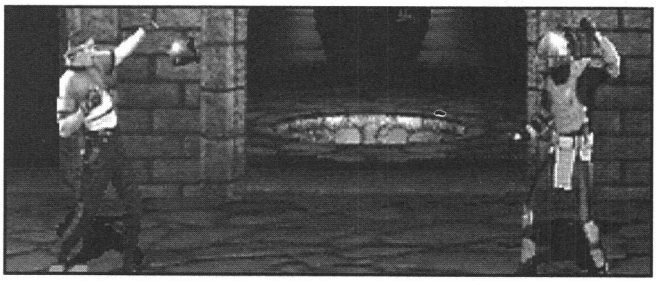
Cyrax

Special moves

Net	← ← LK
Short Bomb	Hold LK ← ← HK
Long Bomb	Hold LK → → HK
Air Throw	→ ↓ → + Block LP
Teleport	→ ↓ + Block

Finishing moves

Fatality 1	↓ ↓ ↑ ↓ HP (Close)
Fatality 2	↓ ↓ → ↑ Run (Close)
Friendship	Run Run Run ↑ (Sweep)
Babality	→ → ← HP (Any)
Pit Fatality	Run Block Run (Close)
Animality	↑ ↑ ↓ ↓ (Close)
Brutality	HK HP HK HK HP HK HP HK LK LP (Close)



Ermac

Special moves

Fireball	↓ ← LP
T. Punch	↓ ← HP
T. Slam	← ↓ ← HK

Finishing moves

Fatality 1	Run Block Run Run HK (Close)
Fatality 2	↓ ↑ ↓ ↓ ↓ Block (Close)
Friendship	→ → → HP (Sweep)
Babality	↓ ↓ ← ← HP (Any)
Pit Fatality	Run Run Run Run LK (Close)
Animality	← ← → → LK (Close)
Brutality	HP LP Block HK LK Block HP LP LK HK

Goro

Special moves

Gotcha Grab	→ → HP

Human Smoke

Special moves

Teleport Punch	↓ ← HP
Stun Spear	← ← LP

Finishing moves

Fatality 1	→ → ← Run (Sweep)
Fatality 2	Run Block Run Run HK (Sweep)
Friendship	↓ → → → Run (Sweep)
Babality	← ← → Run (Any)
Pit Fatality	→ ↑ ↑ LP (Close)
Animality	→ → → ← HK (Close)
Brutality	HP Block LK HK HP HK HP HK LP LK (Close)

Jade

Special moves

Shureken Middle	← → LP
Shureken High	← → HP
Shureken Low	← → LK
Invincibility	← → HK
Glow Kick	↓ → LK

Finishing moves

Fatality 1	↑ ↑ ↓ → HP (Close)
Fatality 2	Run Run Run Block Run
Friendship	← ↓ ← ← HK (Far)
Babality	↓ ↓ → ↓ HK (Any)
Pit Fatality	← → ↓ Run (Close)
Animality	→ ↓ → → LK (Sweep)
Brutality	LK HP LP HK HK LK Block Block HP HK

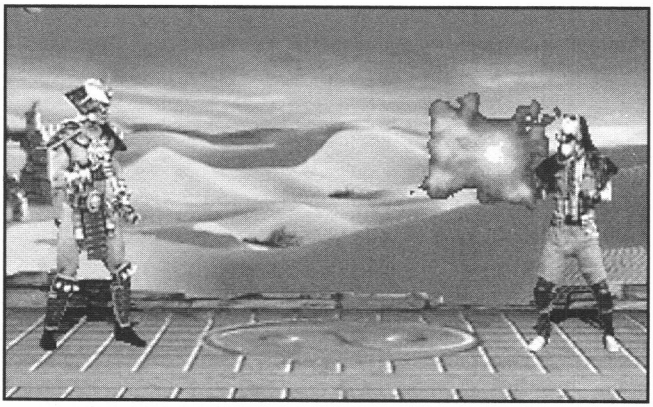
Jax

Special moves

Missile Shot	← → HP
Double Missile Shot	→ → ← ← HP
Dash Punch	→ → HK
Gotcha Grab	→ → LP (x5)
Ground Pound	(LK) 3 seconds
Back Breaker	Block (In Air)

Finishing moves

Fatality 1	Block (↑ ↓ → ↑) (Close)
Fatality 2	Run Block Run Run LK (Full Screen)
Friendship	LK Run Run LK (Far)
Babality	↓ ↓ ↓ LK (Any)
Pit Fatality	↓ → ↓ LP (Close)
Animality	(LP) → → ↓ → (Close)
Brutality	HP HP Block LP HP HP HP Block LP HP (Close)



Kabal

Special moves

Fireball	← ← HP
AirBall	← ← HP (in Midair)
Web Spin	← → + LK
Ground Saw	← ← ← Run

Finishing moves

Fatality 1	↓ ↓ ← → Block (Outside Sweep)
Fatality 2	Run Block Block Block HK
Friendship	Run LK Run Run ↑ (Sweep)
Babality	Run Run LK (Any)
Pit Fatality	Block Block HK (Close)
Animality	HP (→ → ↓ →) (Close)
Brutality	Block LK LK LK HK LP LP LP HP LP (Close)

Kano

Special moves

Horizontal Ball	(LK) 3 seconds
Blade Toss	↓ ← + HP
Blade Swipe	↓ → + HP
Grab & Bite	↓ → + LP
Air Throw	Block (In Air)
Rising Ball	→ ↓ → + HK

Finishing moves

Fatality 1	LP (→ ↓ ↓ →) (Close)
Fatality 2	LP Block Block HK (Sweep)
Friendship	LK Run Run HK (Sweep)
Babality	→ → ↓ ↓ LK (Any)
Pit Fatality	U U ← LK (Close)
Animality	HP (Block Block Block) (Close)
Brutality	LP Block LP HP Block HK LK Block HK LK

Kintaro

Special moves

Gotcha	→ → HP
Mega Stomp	↓ ↑

Kitana

Special moves

Fan Toss	→ → HP + LP
Fan Lift	← ← ← HP
Warp Punch	↓ ← HP

Finishing moves

Fatality 1	Run Run Block Block LK (Close)
Fatality 2	← ↓ → → HK (Close)
Friendship	↓ ← → → LP (Sweep)
Babality	→ → ↓ → HK (Any)
Pit Fatality	→ ↓ ↓ LK (Close)
Animality	↓ ↓ ↓ ↓ Run (Inside Sweep)
Brutality	HP Block HK Block LK Block LP Block HP Block

Kung Lao

Special moves

Hat Throw	← → LP
Teleport	↓ ↑
Whirlwind Spin	→ ↓ → + Run
Dive Kick	↓ + HK (In Air)

Finishing moves

Fatality 1	Run Block Run Block ↓ (Far)
Fatality 2	→ → ← ↓ HP (Inside Sweep)
Friendship	Run LP Run LK (Past Sweep)
Babality	↓ → → HP (Any)
Pit Fatality	↓ ↓ → → LK (Close)
Animality	Run Run Run Run Block (Close)
Brutality	LP LK HK Block HP LP LK HK Block HP

Liu Kang

Special moves

High FireBall	→ → + HP
Low FireBall	→ → + LP
Bicycle Kick	(LK) 3 Sec
Flying Kick	→ → HK

Finishing moves

Fatality 1	→ → ↓ ↓ LK (Any)
Fatality 2	↑ ↓ ↑ ↑ Block + Run (Any)
Friendship	Run Run Run ↓ + Run (Sweep)
Babality	↓ ↓ ↓ HK (Any)
Pit Fatality	Run Block Block LK (Close)
Animality	↓ ↓ ↑ (Sweep)
Brutality	LP HP Block LK HK LK HK LP LP HP (Close)

Mileena

Special moves

Sai Toss	(HP) 2 Sec
Teleport Kick	→ → LK
Ground Roll	← ← ↓ HK

Finishing moves

Fatality 1	← ← ← → LK (Full Screen)
Fatality 2	↓ → ↓ → LP (Close)
Friendship	↓ ↓ ← → HP (Far)
Babality	↓ ↓ → → HP (Any)
Pit Fatality	↓ ↓ ↓ LP (Close)
Animality	→ ↓ ↓ → HK (Close)
Brutality	LP LP HP Block HK LK HK Block HP LP (Close)

Motaro

Special moves

Grab & Punch	→ → → HP
Teleport	↓ ← HK
Fireball	Hold LK

Nightwolf

Special moves

Aura Arrow	↓ ← + LP
Axe Uppercut	↓ → + HP
Aura Repel	← ← ← + HK
Shadow Shoulder	→ → + LK

Finishing moves

Fatality 1	↑ ↑ ← → Block (Close)
Fatality 2	← ← ↓ HP (Half Screen)
Friendship	Run Run Run ↓ (Past Sweep)
Babality	→ ← → ← LP (Any)
Pit Fatality	Run Run Block (Close)
Animality	→ → ↓ ↓ (Close)
Brutality	HP HK LK LK Block Block LP LP HP HK (Close)

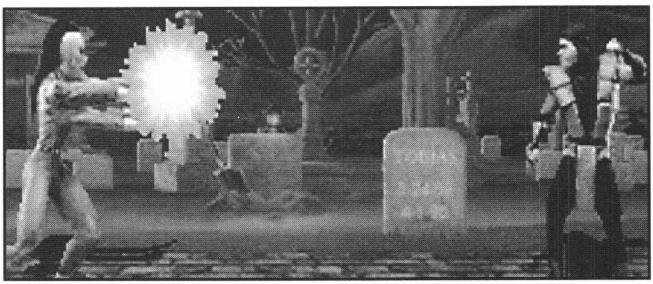
Noob Saibot

Special moves

Soul Blast	↓ → LP
Telethrow	↓ ↑
Alter Ego	→ → HP

Finishing moves

Fatality 1	← ← → → HK (Far)
Fatality 2	↓ ↓ ↑ Run (Any)
Friendship	→ → ← HP (Any)
Babality	→ → → LP (Any)
Pit Fatality	↓ → Block (Close)
Animality	← → ← → HK (Close)
Brutality	LK LP Block LK HK HP LP Block LK HK (Close)



Rain

Special moves

Super RoundHouse	← HK
Storm Zap	↓ → HP
Light Bolt	← ← HP

Finishing moves

Fatality 1	→ → →↓ HP (Close)
Fatality 2	↓ ↓ ← → HK (Sweep)
Friendship	→ → → LP (Far)
Babality	→ ← ← HP (Any)
Pit Fatality	→ ↓ → LP (Close)
Animality	Block Block Run Run Block (Close)
Brutality	HP Block LK HK Block LK HK Block HP LP (Close)

Rayden

Special moves

Dive	← ← →
Teleport	↓ ↑
Zap Bolt	↓ → LP

Finishing moves

Fatality 1	Hold HK for 5 seconds Tap LK/Block (Close)
Fatality 2	Hold HP for 5 seconds (Close)
Friendship	↓ ← → HK (Far)
Babality	↓ ↓ ↑ ← (Any)
Pit Fatality	↓ ↓ ↓ HP (Close)
Animality	↓ → → HK (Close)
Brutality	HK LK LK LK HK LP LP LP Block Block (Close)

Reptile

Special moves

Acid Spit	→ → HP
SlowForce Ball	← ← HP + LP
Fast ForceBall	→ → HP + LP
Ninja Slide	← + LP + Block + LK
Invisibility	↑ ↓ HK
Dashing Elbow	← → LK

Finishing moves

Fatality 1	← → ↓ Block (Jump)
Fatality 2	→ → ↑ ↑ HK (Inside Sweep)
Friendship	↓ → → ← HK (Close)
Babality	→ → ← ↓ LK
Pit Fatality	Block Run Block Block
Animality	↓ ↓ ↓ ↑ HK (Close)
Brutality	Block HK HK Block HP LP LK LK Block LP (Close)

Scorpion

Special moves

Spear	← ← LP
Teleport Punch	↓ ← HP
Air Throw	Block in air

Finishing moves

Fatality 1	↓ ↓ ↑ HK (Jump)
Fatality 2	→ → ← LP (Jump)
Fatality 3	→ → ↓ ↑ Run (Close)
Friendship	← → → ← LK (Close)
Babality	↓ ← ← → HP (Any)
Pit Fatality	→ ↑ ↑ LP (Close)
Animality	→ ↑ ↑ HK (Close)
Brutality	HP Block HK HK LK HK HP HP LP HP (Close)

Sektor

Special moves

Missile	→ → LP
Hommer Missile	→ ↓ ← + HP
Teleport Uppercut	→ → LK

Finishing moves

Fatality 1	LP Run Run Block (Sweep)
Fatality 2	→ → → ← Block (Far)
Friendship	Run Run Run Run ↓ (Far)
Babality	← ↓ ↓ ↓ HK (Any)
Pit Fatality	Run Run Run ↓ (Close)
Animality	→ → ↓ ↑ (Close)
Brutality	HP Block Block HK HK LK LK LP LP HP (Close)

Shang Tsung

Special moves

Single Fireball	← ← HP
2 Fireballs	← ← → HP
3 Fireballs	← ← → → HP
Ground Eruption	→ → ← ← LK

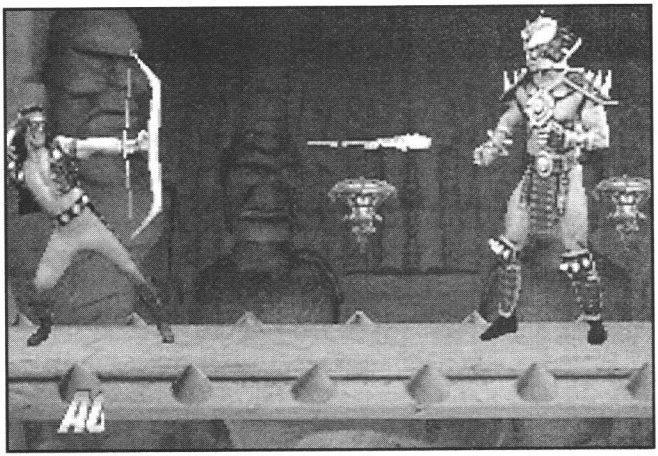
Morphs

Baraka	↓ ↓ LK
Cyrax	Block Block Block
Ermac	↓ ↓ ↑
Jade	→ → ↓ ↓ + Block
Jax	→ → ↓ + LP
Kabal	LP Block HK
Kano	← → Block
Kitana	→ ↓ → Run
Kung Lao	Run Run Block Run
Liu Kang	360° clockwise twice
Mileena	Run Block + HK
Nightwolf	↑ ↑ ↑
Noob Saibot	→ ↓ ↓ ← HK
Rain	Run Block LK
Rayden	Run Block Block
Reptile	Run Block Block HK
Scorpion	↓ ↓ → LP
Sektor	↓ → ← Run
Sheeva	→ ↓ → LK
Sindel	← ↓ ← LK

Sonya	Hold Run + LP + Block ↓
Stryker	→ → → HK
Classic Sub-Zero	Block Block Run Run
Human Smoke	Block Run LK
Classic Kano	630° anti-clockwise
Classic Kung Lao	↓ ↓ ← HK
Motaro	→ ↓ ← HP
Goro	← ← ← LK
Smoke	→ → → LP
Shao Kahn	← ← → HK
Kintaro	Hold LP three seconds
Unmasked Sub-Zero	→ ↓ → HP

Finishing moves

Fatality 1	Hold LP ↓ → → ↓ (Close)
Fatality 2	Hold LP Run Block Run Block (Close)
Friendship	LK Run Run ↓ (Sweep)
Babality	Run Run Run LK (Any)
Pit Fatality	↑ ↑ ← LP (Close)
Animality	Hold HP Run Run Run (Sweep)
Brutality	Block Block Block LK HP LP LP Block Block Block (Close)



Shao Kahn

Special moves

Laugh	↓ ↓ Run
Taunt	Hold Block ↑ ↑ Run
Laser Ball	→ ↓ → LK
Head Hammer	→ ← ← HP
Shoulder Charge	→ → HP
Shoulder Uppercut	↓ ↓ → HK

Finishing moves

Fatality 1	→ → ← HP (Jump)

Sheeva

Special moves

Teleport Stomp	↓ ↑
Fireball	↓ → + HP
Ground Stomp	← ↓ ← HK

Finishing moves

Fatality 1	→ ↓ ↓ → LP (Close)
Fatality 2	HK (← → →) (Close)
Friendship	→ → ↓ → HP
Babality	↓ ↓ ↓ ← HK
Pit Fatality	↓ → ↓ → LP
Animality	Run Block Block Block Block (Close)
Brutality	LP Block LK HK Block HK LK Block LP HP (Close)

Sindel

Special moves

Shriek Wave	→ → → HP
Float	← ← → HK
Fireball	→ → LP
Air Fireball	↓ → + LK (In Air)

Finishing moves

Fatality 1	Run Run Block Run Block (Sweep)
Fatality 2	Run Block Block Run + Block (Close)
Friendship	Run Run Run Run Run ↑ (Far)

Babality	Run Run Run ↑ (Any)
Pit Fatality	↓ ↓ ↓ LP (Close)
Animality	→ → ↑ HP (Any)
Brutality	Block LK Block LK HK Block HK LK Block LP (Close)

Smoke

Special moves

Spear	← ← LP
Teleport Punch	→ → LK
Air Throw	Block in midair
Invisibility	↑ ↑ Run

Finishing moves

Fatality 1	Block (↑ ↑ → ↓) (Full Screen)
Fatality 2	Run + Block (↓ ↓ → ↑) (Sweep)
Friendship	Run Run Run HK (Full Screen)
Babality	↓ ↓ ← ← Block (Any)
Pit Fatality	→ → ↓ LK (Close)
Animality	↓ → → Block (Full Screen)
Brutality	LK LK HK Block Block LP LP HP Block Block (Close)

Sonya

Special moves

Ring Toss	↓ → LP
Leg Throw	↓ + LP + Block
Flying Punch	→ ← HP
Leg Kick	← ← ↓ HK

Finishing moves

Fatality 1	Block + Run (↑ ↑ ← ↓) (Far)
Fatality 2	← → ↓ ↓ Run (Far)
Friendship	← → ← ↓ Run (Sweep)
Babality	↓ ↓ → LK (Any)
Pit Fatality	→ → ↓ HP (Close)
Animality	LP (← → ↓ →) (Close)
Brutality	LK Block HP LK Block HP LP Block HK LK (Close)

Stryker

Special moves

Club Throw	→ → HK
Club Takedown	→ ← LP
Low Grenade	↓ ← + LP
High Grenade	↓ ← + HP
Gun Blast	← → + HP

Finishing moves

Fatality 1	↓ → ↓ → Block (Close)
Fatality 2	→ → → LK (Far)
Friendship	LP Run Run LP (Far)
Babality	↓ → → ← HP (Any)
Pit Fatality	→ ↑ ↑ HK (Close)
Animality	Run Run Run Block (Sweep)
Brutality	LP HK LK HP LP LK HK HP LK LK (Close)

Unmasked Sub-Zero

Special moves

Ice Ball	↓ → + LP
Ice Shower	↓ → + HP
Sub Clone	↓ ← + LP
Ninja Slide	← + LP + Block + LK

Finishing moves

Fatality 1	← ← ↓ ← Run (Sweep)
Fatality 2	Block Block Run Block Run (Close)
Friendship	LK Run Run ↑ (Far)
Babality	↓ ← ← HK (Any)
Pit Fatality	← ↓ → → HK (Close)
Animality	→ ↑ ↑ (Close)

MOTOR TOON GRAND PRIX 2

Advanced Options

More Options: Press **L1, L2, R1, R2** to select Options.
Perfect Run Mode: Press **R1** to select "Replay Video".
Time Attack Mode: Press **R1** to select (Load Ghost from the Menu).

NBA IN THE ZONE

Various tips and cheats

- At the Team Selection screen, press ×○××○×○×○××○×○××○×, then hold **Select** and press **Start**. You can now use Michael Jordan as a playable character.
- Press △ to pull a spin move on your opponent. Press and hold □ for a great shot.
- To jump higher, hit **Turbo** and **Jump** at the same time.
- To perform an alley-oop, press the **Pass** and **Shoot** buttons at the same time. The receiver must be in the paint, or you get a lob pass.

NBA JAM T.E.

Expanded Rosters

Hold **Select** and rotate the joypad clockwize twice.

Power Codes

Baby Mode:	○□○□○□
High Shots:	Up, Down, Up, Down, Right, Up, ○, ○, ○, ○, Down
Big Heads:	△□×○△□×○
Huge Mode:	△×△×△×△×△×△×△×
Full Court Jams:	Left, Right, ×, ○, ○, ×
Full Court Push:	Down, Down, ×, ○, ×, Right, Right
Mammoth Heads:	○×□△○×□△○×□△○×□△
Maximum Power:	Right, Right, Left, Right, ×, ×, Right
Power-Up Fire:	Down, Right, Right, ○, △, Left
Power-Up:	Right, Up, Down, Right, Down, Up
Power-Up Offense:	□, ○, Up, □, ○, Up, Down
Power-Up Turbo:	○, ○, ○, □, Down, Down, Up, Up
Super Push:	Up, Up, Up, Up, left, Left, Left, Left, ○, ○
Anti-Push:	Up, Up, Up, Up, Left, Left, Left, Left, ○, △

Quick Hands:	Left, Left, Left, Left, ○, Right
Shot Percentage:	Up, Up, Down, Down, △
Speed Up:	Up, Up, Up, Up, Left, Left, Left, Left, ×, △
Teleport Pass:	Up, Right, Right, Left, ○, Down, Left, Left, ○, □

NEW JAPAN PRO-WRESTLING

Hidden Characters

Enter these codes on the title screen and pick the standard character offered. He's been replaced by the new bone-bender.

The Great Muta: ○, Right, △, Up, □, Left, ×, Down, ×, Down, □, Left, □, Left, △, Up, ○. Go for Kenji Mutoh.

Power Warrior: □, ×, □, ×, ○, △, ○, △, Up, Down, Left, Right, Select. Go for Kensuki Sasaki.

Tiger Hattori: Up, Down, Left, Right, △, ×, □, ○, L1, R1, L2, R2, Select. Go for Kohji Kanemoto.

NFL GAMEDAY

Cheats

Enter the following as passwords for cheat effects:

Easy Catching:	STICKUM
Easy Passing:	CANNON.ARM
Increase Strength:	CRUNCH.TIME
Increased Injuries:	MAYHEM
Large Players:	BIG.BOYS
More Interceptions:	PICK.CITY
More Speed Burst:	JUICE
Quick Special Move Recovery:	STEROIDS
Reapers V. Boneheads:	SKELETON
Stronger Defense:	DEFENSE
Stronger Offense:	OFFENSE
Tougher CPU Opponent:	URNOTREDE

NOVASTORM

Level Select

On the high scores table, enter your name as "Twirly". On the options screen a gold icon leads to the level select.

OFF-WORLD INTERCEPTOR

Maximum Money

On the options screen, enter □, ×, ○, □, ×, ○, □, ×, ○, □, ×, ○, □, ×, ○, □, ×, ○, L1, □, ×, ○, ○, ○, ○, ○, ○, L1. You hear a noise.

PARODIUS DELUXE PACK

Hidden Section

Shoot the first wave of ships in Stage Two. Shoot the first ship in the second wave but avoid the rest to warp to a hidden stage.

Invincibility

Pause the game and press △, △, ×, ×, ○, □, ○, □, **Down, Left**. You hear a sound. Enter the code again to switch off the cheat.

Full Power-Ups

Pause the game and press **Up, Up, Down, Down, Left, Right, Left, Right,** ×, ○. Again you hear a sound.

Level Select

On the title screen press □, □, □, □, □, △, △, △, △, △, △, △, ○, ○, ○.

PHILISOMA

Hidden Game

While the game is loading press and hold **Start** and **Select** on Controller Two. You get to play Phalanx.

POP 'N' TWIN BEE DELUXE PACK

Stage Select

Get a score of 573,000. On the demo screen with Princess Merora hold **R1** and **L1**. Use the D-pad to select a stage.

Dark Play

In arcade mode, pause the game and press **Up, Up, Down, Down, Left, Right, Left, Right, ×, ○.**

POWER INSTINCT 2

Secret Character

Start the game in Team Battle mode and at the Character Select screen press **Left, Right, Down, Up, Down, Left, Right, Left, Up.**

PRIMAL RAGE

Bonus Volleyball

Play a two-player game at the cove. When a worshipper runs onto the field, flick him into the air. Hit him back and forth, eventually a volleyball net appears.

Bonus Bowling

This is only possible in a two-player game, with both players playing Armadon. Both players must do a simultaneous rolling attack three times.

Bonus Skydiving Cows

In a two-player game with the players tied at one round each in the ruins, on the third round one player (as Chaos) must fart just as the timer runs out and the fight goes into sudden death.

PUZZLE BOBBLE 2

New Levels

On the Selection Screen (featuring the options "game start", "time attack", etc.) press **R1, Up, L2, Down.** The single player "Story Mode" should now have "Another World" below it and contains modified versions of the levels.

RAIDEN PROJECT

Unlimited Continues

Go to Miscellaneous under Adjust Settings. Enter ×○□△ to activate "Free Play" mode.

RAPID RELOAD

Pass and cheat codes

To use these codes, on the title screen press and hold **L1, L2, R1** and **R2** on Controller One, then press **Select.** "Push Start" changes to "Secret Code". Change the left letter by pressing Up and Down, the right one by pressing △ and ×.
Stage 2: MA
Stage 3: UT
Stage 4: RH
Stage 5: MK
Stage 6: HT

Try these cheat codes too...
Small Character: CM
Huge Character: CB
Smaller Windows: MV
Start with Nine Bombs: YI
One-Hit: TY
Weapon Power-Up starts at 999: SS

RAYMAN

Ten Continues

With three or fewer continues left, press **Up, Down, Right, Left** on the continue screen.

99 Lives

Enter **XNB9FM!Z2?** as the password and you'll find you'll start play with 99 lives!

Final Password

Use this password to jump straight to the end of the game: **0D2KV7WWMD**. Who cares about the boring levels anyway?

RIDGE RACER

Cheats

Extra Cars

Shoot all the Galaxians during the start-up game to get eight extra cars to choose from.

Reverse Tracks

Finish all tracks in first place and you get to race them backward.

Rotate Car or Track

On the car and track select screens, make the selected course or vehicle rotate by holding L1 or R1.

Mirror Tracks

At the start of a race, turn around and charge into the wall behind you at full speed to start a mirror race.

RIDGE RACER REVOLUTION

Extra Cars

There are eight hidden cars available in Ridge Racer Revolution. To get them you must hit every alien in the Galactic Dancing game played while loading (anyone remember Galaga?). If you save your game onto a memory card, you can regain the hidden cars by reloading your position, regardless of whether you smash all 40 aliens again.

Race Time Options

Don't hit any of the aliens in the Galactic Dancing game. Move, but don't fire. You get a burst of fireworks and a message saying you've found a "secret option." On the new option screen you can set the race time to Normal, Morning, Evening, or Night.

Spotlight Control

On the main options screen (the one offering Game Start and Options), hold down L1 and R1. You can now change the position of the spotlight with the control pad and its intensity with the △ and ○ buttons.

Mirror Mode

After leaving the grid, turn around and hit the back wall at least 60mph—hit the wall too slowly and you bounce off it. If you drive too far before turning around, the wall disappears, leaving you driving the wrong way. Obviously, this is easier to achieve in a car with fast acceleration.

The Spinning Challenge

Select the Novice, Advanced, or Expert T.T. then start the game as usual. As soon as your car starts to move, press Accelerate and Brake at the same time. When you reach the first sharp bend, "Spinning Point" scrolls across the screen. You now earn points for spinning, a 360° turn earning the top score. After the race, your spin score is displayed halfway through the demo.

Bonus Cars

There are three bonus cars in Ridge Racer Revolution. To access them, you must win Novice, Advanced, and Expert T.T. races after completing the normal races. Novice gives you the Devil #13, Advanced earns the Kid Car #13, and Expert wins the White Angel #0.

ROAD RASH

Dismount

To get off your bike, slow to a complete standstill and press **Up, L1 and R1** together.

SPACE GRIFFON VF-9

Maximum Energy and Ammo

Pause the game and press △, □, ×, **L1, L2, R1, R2.**

SHANGHAI TRIPLE THREAT

Level Codes

The Great Wall

10: C8S
11: F1V
12: 14Y
13: L7?
14: O01
15: R34
16: U67
17: X9A
18: A2D
19: D5G
20: G8J
21: J1M
22: M4P
23: P7S
24: S0V
25: V3Y
26: Y6?
27: B91
28: E24
29: H57

Beijing

02: F55
03: 188
04: L1B
05: O4E
06: R7H
07: U0K
08: X3N
09: A6Q
10: D9T
11: G2W
12: J5Z
13: M8.
14: P12
15: S45
16: V78
17: Y0B
18: B3E
19: B6H
20: H9K
21: K2N
22: N5Q
23: Q8T
24: T1W
25: W4Z
26: Y2X
27: C02
28: F35
29: I68
30: L9B

SPEED RACER

More Views

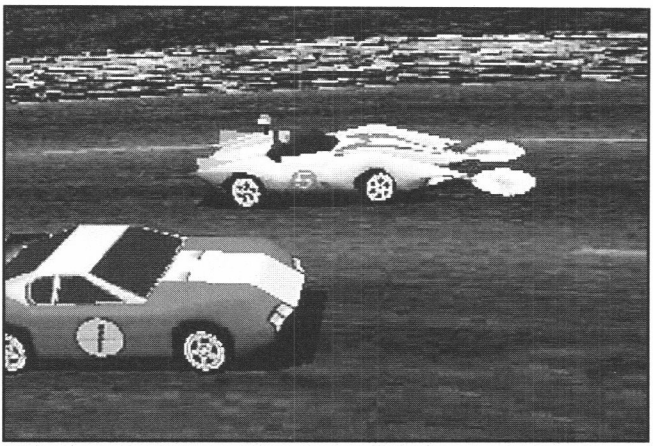
Pause the game and press Forward five times, then Back five times. When you unpause the game, you have five views to choose from instead of three.

Evening Race

On the Track Selection screen hold **L1, L2, R1** and **R2** then choose. Your race starts in the evening.

Time Trial Mode

Hold Select on the track selection screen.



STARBLADE α

Auto Fire

To help yourself out if you're no good at firing simply go to the title screen and then press **Up, Up, Down, Down,** ○, △, □. Hey-presto! An autofire option!

Infinite Continues

You can guarantee you'll reach the end of the game with infinite continues, again just go to the title screen and press **Up, Right, Down, Left,** ×, ×, ×. It couldn't be simpler!

STREET FIGHTER ALPHA 2

General Moves

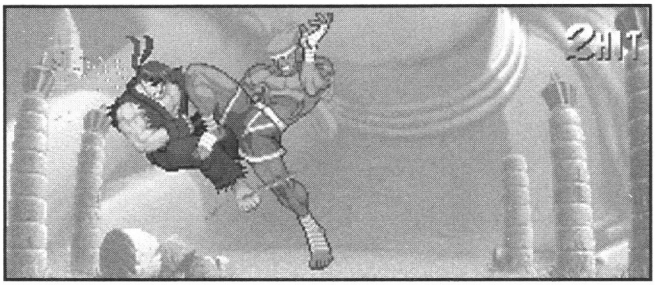
We've used abbreviations throughout this guide as it makes life much easier when reading the special moves and combos. Here is the key:

K	Any kick button	**WP**	Weak Punch
P	Any punch button	**SK**	Strong Kick
SP	Strong Punch	**MK**	Medium Kick
MP	Medium Punch	**WK**	Weak Kick

Ryu

Special moves

Blue Fireball	↓↘→ + P
Dragon Punch	→↓↘ + P
Fake Fireball	↓↘→ + Select
Hurricane Kick	↓↙← + K (air)
Red Fireball	←↙↓↘→ + HP



Super Combos

Shinkuu Hadoken	↓↘→↓↘→ + P
Shinkuu Tatsumakisempuukyaku	↓↙←↓↙← + K

Adon

Special Moves

Jaguar Kick	↓↘→ + K
Jaguar Tooth	→↘↓↙← + K
Rising Jaguar	→↓↘ + K

Super Combos

Jaguar Assault	↓↘→↓↘ + P tap P or K
Jaguar Revolver	→↓↘→↓↘ + K

Chun Li

Special Moves

Fireball	← ↙ ↓ ↘ → + P
Flip Kick	→ ↘ ↓ ↙ ← + K
Lightning Leg	Tap K
Rising Bird Kick Charge	↓ + K

Super Combos

Kikosho	→ ↓ ↘ → ↓ ↘ + P
Thousand Burst Kick Charge	← → ← → + K
Rising Heaven Kick Charge	↙ ↘ ↙ + K

Guy

Special Moves

Bushin Air Throw	↓ ↘ → + P P
Bushin Dash	↓ ↘ → + K K
Bushin Hurricane Kick	↓ ↙ ← + K
Turn Punch	↓ ↙ ← + P

Super Combos

Bushin Eight-Double Fist	↓ ↘ → ↓ ↘ + P tap P
Bushin Strong Thunder Kick	↓ ↘ → ↓ ↘ + K

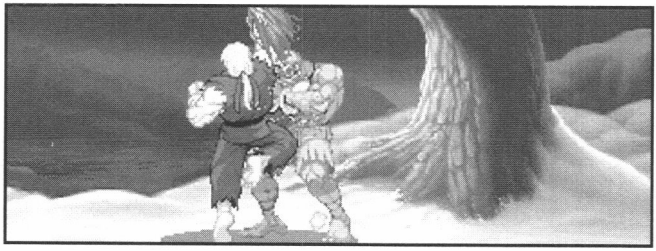
Ken

Special Moves

Dragon Punch	→ ↓ ↘ + P
Fake Roll	↓ ↘ → + Start
Fireball	↓ ↘ → + P
Hurricane Kick	↓ ↙ ← + K (air)
Roll	↓ ↙ ← + P

Super Combos

Shinryuken	↓ ↘ → ↓ ↘ + K tap K
Shoryu Reppa	↓ ↘ → ↓ ↘ + P



Dhalsim

Special Moves

High Yoga Flame	➔ ↘ ↓ ↙ ← + K
Yoga Fire	↓ ↘ ➔ + P
Yoga Flame	➔ ↘ ↓ ↙ ← + P
Yoga Teleport	← ↓ ↙ or ➔ ↓ ↘ + 3K or 3P (air)

Super Combos

Yoga Inferno	↓ ↘ ➔ ↓ ↘ ➔ + P
Yoga Strike	↓ ↘ ➔ ↓ ↘ ➔ + K

Gen

Special Moves

Mantis Style	3P
(While in Mantis Style)	
Rapid Punch	Tap P
(While in Mantis Style)	
Rising Kick	➔ ↓ ↘ + K
Crane Style	3K
(While in Crane Style)	
Roll AttackCharge	← ➔ + P
(While in Crane Style)	
Wall Dive Charge	↓ + K

Super Combos

(While in Mantis Style)	
Forward Rush	↓ ↘ ➔ ↓ ↘ ➔ + P
(While in Mantis Style)	
Slap Barrage	↓ ↙ ← ↓ ↙ ← + P

Sakura

Special Moves

Dashing Dragon Punch	➔ ↓ ↘ + P
Fireball	↓ ↘ ➔ + P P P
Hurricane Kick	↓ ↙ ← + K

Super Combos

Super Dragon Punch	↓ ↘ ➔ ↓ ↘ ➔ + K
Super Fireball	↓ ↘ ➔ ↓ ↘ ➔ + P
Super Slide Kicks	↓ ↙ ← ↓ ↙ ← + K

Rolento

Special Moves

Mekong Delta Air Raid	3P P
Mekong Delta Attack	↓ ↙ ← + P P
Mekong Delta Escape	↓ ↙ ← + K
Patriot Circle	↓ ↘ → + P
Quick Jump	↓ U K
Safe Landing	3K (after jumping near ground)
Stinger	→ ↓ ↘ + K K

Super Combos

Mine Sweeper	↓ ↙ ← ↓ ↙ ← + P
Take No Prisoners	↓ ↘ → ↓ ↘ → + K

Zangief

Special Moves

Banishing Punch	→ ↓ ↘ + P
Siberian Bear Crusher	Rotate 360° + K (one step away from foe)
Siberian Suplex Rotate	360° + K (very close to foe)
Spinning Pile Driver	Rotate 360° + P

Super Combos

Final Atomic Buster Rotate	720° + P
Aerial Russian Slam	→ ↓ ↘ → ↓ ↘ + K

Charlie

Special Moves

Somersault Shell	Charge ↓ + K
Sonic Boom	Charge ← → + P

Super Combos

Crossfire Blitz	Charge ← → ← → + K
Somersault Justice	Charge ↙ ↘ ↙ + K
Sonic Break	Charge ← → ← → + P Tap P

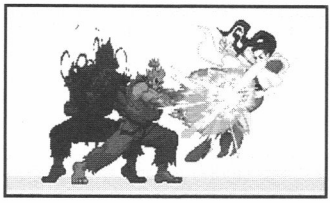
Birdie

Special Moves

Bandit Chain	Rotate 360° + K
Bull Head	Charge ← → + P
Bull Horn	Hold 2P or 2K for one sec

Super Combos

Bull Revenger	↓ ↘ → ↓ ↘ + P or K
The Birdie Charge	← → ← → + P



Rose

Special Moves

Soul Reflect	↓ ↙ ← + P
Soul Spark	↙ ↓ ↘ → + P
Soul Spiral	↓ ↘ → + K
Soul Throw	→ ↓ ↘ + P

Super Combos

Aura Soul Spark	↓ ↙ ← ↓ ↙ ← + P
Aura Soul Throw	↓ ↘ → ↓ ↘ + P
Soul Illusion	↓ ↘ → ↓ ↘ + K

Sodom

Special Moves

Butsumetsu Buster	Rotate 360° + P
Daikyo Burning	Rotate 360° + K
Jigoku Scrape	↓ ↘ → + P
Jutting Kick	← ↙ ↓ + K (after a knockdown)
Shiraha Catch	→ ↓ ↘ + K
Super Roll	→ ↘ ↓ + P (after a knockdown)

Super Combos

Omega Slam	Rotate 720° + P
Super Rushing Jigoku	↓ ↘ → ↓ ↘ → + P

Sagat

Special Moves

High Tiger Shot	↓ ↘ → + P
Low Tiger Shot	↓ ↘ → + K
Tiger Blow	→ ↓ ↘ + P
Tiger Crush	→ ↓ ↘ + K

Super Combos

Tiger Cannon	↓ ↘ → ↓ ↘ → + P
Tiger Genocide	↓ ↘ → ↓ ↘ + K
Tiger Raid	↓ ↙ ← ↓ ↙ ← + K

Akuma

Special Moves

Air Fireball Jump	↓ ↘ → + P
Ashura Warp	← ↓ ↙ or → ↓ ↘ +3K or 3P
Blue Fireball	↓ ↘ → + P
Dragon Punch	→ ↓ ↘ + P
Hurricane Kick	↓ ↙ ← + K (air)
Red Fireball	→ ↘ ↓ ↙ ← + P
Roll	↓ ↙ ← + P
Hundred Demon Somersault	↓ ↘ → → + P P or K

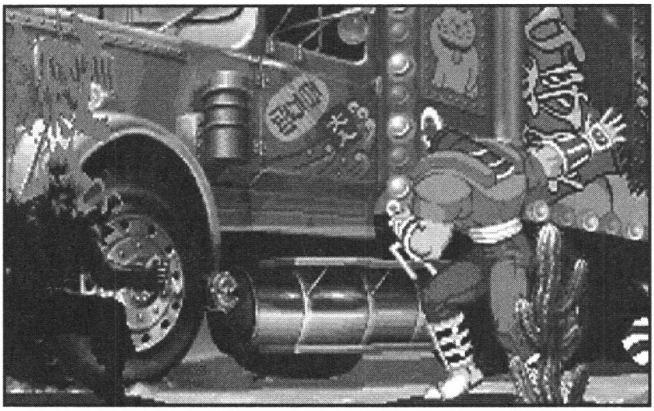
Super Combos

Messatsu Fireball	→ ↘ ↓ ↙ ← → ↘ ↓ ↙ ← + P
Messatsu Uppercut	↓ ↘ → ↓ ↘ + P
Violent Air Slash Jump	↓ ↘ → ↓ ↘ → + P

M. Bison

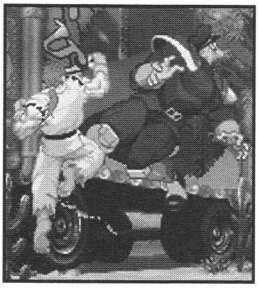
Special Moves

Bison Warp	← ↓ ↙ or → ↓ ↘ + 3K or 3P
Double Knee Press Charge	← → + K
Head Press Charge	↓ + K
Psycho Shot Charge	← → + P
Somersault Skull Diver Charge	↓ + P P



Super Combos

Knee Press Nightmare Charge	← → ← → + K
Psycho Crusher Charge	← → ← → + P



Dan

Special Moves

Flurry Kick	↓ ↙ ← + K
Rolling Taunt	↓ ↘ → or ↓ ↙ ← + Start
Self-Taught Wave Punch	↓ ↘ → + P
Shiny Dragon Punch	→ ↓ ↘ + P

Super Combos

Certain Victory Fist	↓ ↙ ← ↓ ↙ ← + K
Super Shiny Dragon	↓ ↘ → ↓ ↘ → + K
Super Taunt	↓ ↘ → ↓ ↘ → + Start
Super Wave Punch	↓ ↘ → ↓ ↘ → + P

Game Secrets

Fight Against the Mid-Boss

Win five rounds with Super or Custom finishes, without losing a round and your sixth will be against the Mid-Boss

Play as Super Turbo Akuma

On the character selection screen move the box to Akuma and then press Select. Now move the character selection box down to Adon, right to Chun-Li, right to Guy, down to Rolento, left to Sakura, down to Rose, left to Birdie, down to Akuma, right to M. Bison, right to Dan and finally right to Akuma. Now hold Select and press either a punch of kick button.

STREET FIGHTER: THE MOVIE

Play As Akuma

At the Character Select screen, enter **Up, R1, Down, L2, Right, L1, Left, R2.**

TEKKEN

Cheats

Play as Sub-Bosses

Finish with any character and you can select their Sub-Boss. Move off the character selection bar to do this.

Heihachi

Beat the game without continuing, using any character. Again, Heihachi is found off the character selection bar.

Devil Kazuya

To play as Devil Kazuya, you must destroy every ship in the Galaga game without using the Double Ship cheat code.

Double Galaga Cheats

While the game loads, hold **Up, L1,** △, and ✕ on Controller 2. This stops you getting Kazuya, even if you beat all eight waves.

Double Ships Without Cheating

On the first Challenging Stage, score a perfect in under 18.5 seconds. This method doesn't stop you from beating Devil Kazuya.

TEKKEN 2

Special Moves

Heihachi Mishima

Grappling Techniques

Neck Breaker	□+✕
Powerbomb	△+○
Super Head-Butt	➔➔+□+△
Atomic Drop (behind)	□+△

Special Techniques

Shining Fists	□□△
Devil Fists	□△△
Backfist	➔+△
Punch, Backfist	△△
Double Uppercut	↘+□△
Thunder Godfist	➔Neutral ↓↘+□
Wind Godfist	➔Neutral ↓↘+△
Left Axe Kick	➔➔✕
Sky Foot Slice	➔➔➔✕
Screw Blade Leg Attack	➔↗+✕○
High-Low Jumping Spin Kicks	↗+○○
Right Axe Kick	➔+○

Crushing Kick	○+×
Corpse Splitter	↗+△+○
Death Fist	↓↘→+△
Tile Splitter	↓+□
Tile Splitter, Death Fist	↓+□△
Demon Godfist	→→+△
Slice Kick	→Neutral↓↘+× Neutral
Low Slice Kick	→Neutral↘+×
Shadow Foot	←←Neutral+×+○
Demon Splitter (unblockable)	↓+□+○
Tenstring	→hold →+△△×○○□△□
Tenstring	↘+×△△○○□○□△
Tenstring	↘+× △△○○□△□△□

Jack-2

Grappling Techniques

Hell Press, Face Basher	□+× □△
Gorilla Press	△ ○
Piledriver	↙ →+□+△
Backbreaker	↓↙←+△
Pyramid Driver	↓↘→+□
Catapult	↘+△+○
Modified Catapult	↘↘+□+△
Death Shot	(Behind) □+× or △+○

Special Techniques

Hammer Combo	□□□
Punch, Elbow, Uppercut	△□△
Gigaton	←←+□□
Megaton Sweep	←↙↓↘+□
Megaton Knuckle	←↙↓↘+△
Hammer Knuckle	↘+□+△
Bravo Knuckle	↓+□+△
Power Scissors	→→+□+△ or →+□+△
Double Uppercut, Hammer	↓+□+△□+△
Double Hammer, Uppercut	□+△□+△
Scissors, Megaton Punch	→+□+△↘+△
Hammer Rush Hold Down	↘+□△□
Machine-Gun Knuckle	↙+□□□□□↘+△
Hip Press	↗+×+○
Sit Down	↓+×+×
Quick Jump	(Sit Down)↑

Blood Fan	(Sitting)□△□△ △□△□
Cossack Kicks	↙+×○×○×○
Spring Hammer Punch	(Lying down) ↓+□+△
Gigaton Punch (unblockable)	↓↘→+□
Tenstring	↓+△□□□△□△□□△□△
Tenstring	↓+△□□□△□△□↓+□+△□+△
Tenstring	↗+□□○×○□△□□+△□+△
Tenstring	↗+□□○×○□△□↓+□+△□+△

King

Grappling Techniques

Coconut Crush	□+×
Backfall Suplex	△+○ △ ↙ ↙+□+△
Giant Swing	→↓↘→+□
Figure-Circle	↙+□+△
Tombstone Piledriver	↙→+□+△
Half-Crab	(Behind) □+×
Cobra Twist	(Behind) △+○

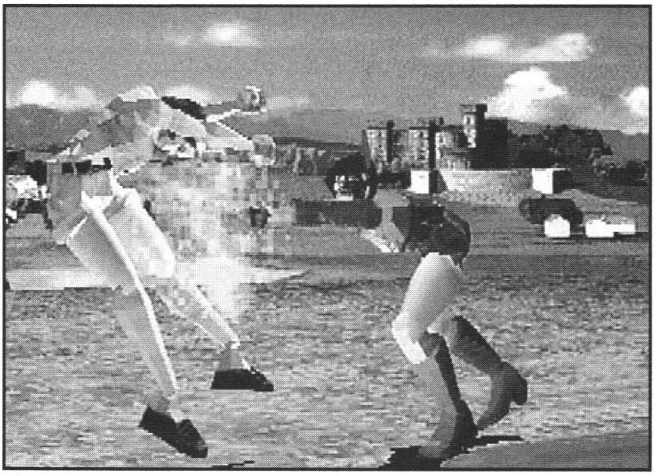
Special Techniques

One-Two Uppercut	□△□
Punch, Uppercut	△□
Ali Kick(s)	↓+×+○○○○○
Ali Kick, Middle Smash	↓+×+○△
Ali Kick, Middle Smash Hold	↘+○△
Smash Uppercut	→→+△
Flying Cross Chop	→→+□+△
Jail Kick	→→+○
Drop Kick	→→+×+○
Delayed Drop Kick	×+○
Satellite Drop Kick	→→→+×+○
Knuckle Bomb	↗+□+△
Short Elbow Drop	↓+□+△
Elbow Drop	↖+△+○
Elbow Sting	↓+□+△
Double Knee Drop	↗+×+○
Frankensteiner	↘+×+○
Jaguar Impact (unblockable)	→+□+△
Moon Press (unblockable)	→+□+○
Tenstring	□△□□△○○○□□
Tenstring	□△□□××○○□□ or...
Tenstring	□△□□××○×△□+△

Jun Kazama

Grappling Techniques

Arm Bar	□+×
Serpent Twist	△+○
Striking Oshi Taoshi	↘+△+×
German Suplex	(Behind) □+× or △+○



Special Techniques

Punch, Mid Screw Punch	□□
Punch-Kick Combo	□×
Punches	□△
Charging Strike	→+△
Punch, Cross Sweeps	□○○○
Punch, Mid Punch, Can-Can	□□○
Punch, Mid Punch, front Kick	□□×
Mid Punch, Can-Can	→+□○
Mid Punch, Front Kick	→+□×
Lightning Crescent	→+○
Backflip Kick	←+×
Backflip Kick, Sweeps, Kick	←+×○○○×
Backflip Kick, Charging Strike	←+×□
Leg Sweeps	↙+○○○
Leg Sweeps, Cartwheel Kick	↙+○○○×
Spinning Roundhouse	→+××
White Heron	□+○
Punches, Can-Can	□+○△□□○
Punch, Crescent Low	□+○△↓+○
Punches, Leg Sweeps, Kick	□+○△□○○○×

Punches, Cartwheel Kick	□+○△□□×
Attack Reversal	←+□+×
Spinning Heel (unblockable)	→+×
Tenstring	↓Neutral△□□□ △□○××+○
Tenstring	↓Neutral△□□□ △□○□×+○
Tenstring	↓Neutral△□□×

Lei Wulong

Grappling Techniques

Jumping Bird	□+×
Neck Breaker	△+○
Tai Trip	→→+□+△
Bulldog	(Behind) □+× or △+○

Special Techniques

Punch, Turning Fist	□△
Spinning Punches	□+△
High Crescent, Heel Sweep	××
Flying Wheel Kick	Quick Drop ○×
Crescent Kick	×○
Jumping Crescent(s)	×○↑
Front Kick	→+○
High Hook Kick	→→→+×
Quick Turn	←+×+○
Turning Uppercut	(turned) △
Backfist (turned)	□
Sweeping Backfist	(turned) ↓+□
Back Handspring Kicks	(turned) ×+○×+○×+○
Turning Foot Sweep, Hook Kick	(turned) ↓+○○
Quick Drop	(on back) ↓+×+○
Turn Over	(on face) (Back) □
Turn Over	(on back) (Face) ↓+□
Sweep, Jumping Hook	(Lying) ×+○
Crescent, Punch, Kicks	→Neutral +○□ △×○ or ↓+○
Crescent, Punch, Low/Mid Kick	→+○□△× or ○
Foot Sweep, Jumping Hook Kick	↙○○
Guard Melting Punches	→Neutral+△□△□
Punches, Low Kick	→Neutral+□△□ △×
Charging Crescent, Front Kick	→Neutral+×○

Phoenix Kick (unblockable)	←+□+○○
Tenstring	□△□×+○△ □○□△×
Tenstring	□△□×+○△□ ○□○○
Ninestring	□△□×+○×+○× +○□□□

Marshall Law

Grappling Techniques

Dragon Dive	□+×
Chastisement Punch	△+○
Dragon Knee	→→+×+○
Bulldog	(Behind) □+× or△+○

Special Techniques

Double Knuckle	△△
Square-Triangle Punch	□△
Left Fist Flurry	□□□□□
Dragon Knuckle Combo	→+△△△
Step-In Middle Kick	↘+×
Cross High Kicks	×××
Shin Kick	↓+×
Shin Kick, High Kicks, Mid Kick	↓+××→+×
Dragon Slash	→→→ Hold →+×
High Flip Kick	Hold ↓↖↑↗+○
Flip Drop Hold	↓↖↑↗+×+○
Low Kick, Flip Kick	↓+○×
Double Flip Kicks	×+○×
High Kick, Flip Kick	○↑+×
High Kick, Flip Kick	×○
Low Spin Kick, Flip Kick Hold	↓↖+×○
Low Kick, Flip Kick	×+○ after Low Kick
Dragon's Tail	↙+○
Jumpkick, Flip Kick	↑+×○
Dragon Slide Hold	↓↘↘+×
Dragon Fang (unblockable)	↙+□+△
Tenstring	↘+□△△□×××○×○
Tenstring	↘+□△△□×↓+××○○○
Tenstring	↘+□×△△×↓+××○○○
Tenstring	↘+□×△△×××○×○

Michelle Chang

Grappling Techniques

Front Suplex	□+×
Fisherman Suplex	△+○
Nelson Suplex	↘+□+△
German Suplex (Behind)	□+× or △+○

Special Techniques

Rushing Uppercut	→+□
Back Leg Sweep Hold	↓↘+○
Penetrating Bow Leg Hold	↓↘+○×
Side Spin, High Kick, Leg Sweep	×+○○↓○
Punch Combo	↘+□□
Punt Kick	↘+×
Death Push, Big Punch	↘+△□
Death Push, Axe Kick	↘+△×
Double Strike	□+△
Death Push, Low Kick or High Kick	↘+△× or ○
Uppercut	↓+○□
High Kick	↓+○Neutral+○
Fan Kick	↓+○↓+○
Catapult, Sweep, Bow Leg	□□○×
Kick, Leg Sweep, High Kick	○○Neutral+○
Kick, Leg Sweep, Fan Kick	○○↓+○
Kick, Leg Sweep, Uppercut	○○□
Over Chop, Back Sweep, Fan	↘+□○×
Dashing Left Elbow	→→+□
Dashing Punch Hold	↓↘+□
Dashing Right Elbow Hold	↓↘+△
Dashing Punch, High Kick	□△×
Dashing Punch, Low Kick	□△○
Dashing Elbow, Kick	→→+□○
Club Fist, Sweep, Bow Leg	□+○×
Death Push, Punt Kick, Uppercut	△+×□
Punches, Sweep-Bow Leg	□□○×
Earthquake Stomp	↗+×+○
Hit, Rear Sneak, German Suplex	→+△□□+△
Jumping Kick	→→→+×
Heaven Cannon (unblockable)	→+□+○
Tenstring	△□□△×××○□
Tenstring	△□□△×××△□
Tenstring	△□□△××○×

Nina Williams

Grappling Techniques

Arm Turn	□+×
Neck Throw	➔+□+×
Embracing Elbow Strike	↘↘+□
Three Limb Break	(Behind) □+× or △+○

Special Techniques

Double-Palm	➔➔+□+△
Triangle Punches, Double-Palm	□△➔+□+△
Circle Punches, Double-Palm	➔➔+○
Downward Chop	←+□
Forearm Chop	(stuns) ←+△
Triple Smash	□△× or ○
Rib Kick	○
Rave Kick	□○
High Kick, Low Kick, Uppercut	○×△
Jamming Combo	○×○
Jamming Combo Low	○×↓+○
Two High Kicks	×○
Falling Ankle Kick	↙+○
P-K Combo	△×
P-Low Kick Combo	△↓+×
Double Smash	△○
Spike Combo and Right Uppercut	××△
Spike Combo and Right Kick	××○
Low Kick, Spinning Chop	↓ or ↓+○□
Frozen Kick	↓+△○
Low Kick, Uppercut	↓+×△
Low Kick, High Kick	↓+×Neutral+○
Sweep, Low Kick	↓+×○
Triangle Punches, Jumping Kick	↘+□△↗+×
Two Punches, Low Kick, Uppercut	↘+□△↓+×△
Uppercut+Punch	↘+□△
Triple Smash	↘+□△○
Spark Combo	↘+□△□○
Head Ringer	↘+×○
Flash Combo	↘+×□△
Assult Combo	↘+×□△ Forward+□+△
Rapid Kick Combo	↘+×××(× or ○ or □ or △)
Two Punches, Double Palm	↘+×××□△Forward+□+△
Swan Combo	□↘+×□

Swan Combo	□↘+X □□O
Alternating Swan Combo	↘+X △↓+X□
Winds Edge Combo	↘+X△↑+X
Hunting Kicks	↗+OXO
Hunting Swan	↙+□△
Attack Reversal	←+□+O or ←+△+X
Tenstring	□△□△XX△□△O
Tenstring	□△□△XX△□OX
Tenstring	□△□△OXO△OX
Tenstring	↘+□△□△XX△□△O
Tenstring	↘+□□△□XX△□OX
Tenstring	↘+□△□△OXO△OX

Paul Phoenix

Grappling Techniques

Shoulder Throw	□+X
Shoulder Popper	△+O
Stomach Throw	□+X←
Shoulder Ram	→→+△
Striking Shiho-Nage	↘/→+□+△
Ultimate Tackle	↙+△
Mounted Punches	(Tackle), □△□△□
Neck Throw	(Behind) □+X or △+O
Ultimate Escape	(When being tackled) □+△

Special Techniques

Square-Triangle Punches	□△
P-K Combo	△+X
P-Low Kick Combo	△↓+X
Reverse Punch/Lowkick Combo	□↓+X
Double Jumpkick	↗+XO
Somersault Kick	→→+O
Death Fist	↓↘→+△
Tile Splitter	↓+□
Tile Splitter, Death Fist	↓+□→+△
Leaf Combo	↓+O△
Stone Splitter	(Enemy on the ground) ↓+△
Tile Splitter, Falling Leaf Combo	↓+□O△
Flash Elbow	→→+△
Ducking Dash	↓↘→
Elbow Strike, Death Fist	↓+□△
Super Death Fist (unblockable)	←+□+△

Attack Reversal	←+□+× or ←+△+○
Tenstring	□△×△□△□○△□
Tenstring	□△×□○△□○△□
Fivestring	□△×□△

Yoshimitsu

Grappling Techniques

Jawcrusher	△+○
Flying Press	□+×
Missile Press	↓↙←+□+△
Spinning Missile	(Behind) □+×

Special Techniques

Punch-Kick Combo	△×
P-Low Kick Combo	△↓+×
Lightning Kick(s)	×(○)
Jumping Knee	→→+○
Flipping Stomp	↗+×+○
Spiral Launch	→→+×+○
Spiral Dive	□+△(during Spiral Launch)
Kangaroo Kick	×+○ (during Spiral Dive)
Spinning Hilt Strikes	←+□
Leg Sweeps	↙+×
Spinning Fist Strikes	↙+△
Spinning Sweep Hold	↓↘+×
Teleport (takes off life)	←+×+○
Sit Down, Forward Teleport	↓+×+○
Fake Suicide	→→+□+○ Neutral
Turning Suicide (unblockable)	→→+□+○
Standing Suicide (unblockable)	↓+□+○
Samurai Cutter (unblockable)	Hold ↓↙←+□
Helicopter Stomp (unblockable)	↗+□+△↓
Shoulder Cut (unblockable)	↙+□
Charging Shoulder (unblockable)	↙+□Neutral↙□
Sword Thrust (unblockable)	←←+□
Saw Blade (unblockable)	←←+□Neutral+□
Tenstring	□△□○○○□□□□
Tenstring	□△□○△△△○□□
Fivestring	○○△△□
Tenstring	○○△△○○□□□□
Eightstring	□△□○○○□×+○
Eightstring	○○△△○○□×

Sub-Bosses

Alex/Roger

Grappling Techniques

Animal Head-Butt	□+X
Powerbomb	△+○
Jaguar Driver	↘→+□ △↙↙+□+△
Tombstone Piledriver	↙→+□+△
Giant Swing	→←↙↓↘→+□
Back Drop	(Behind) □+X or △+○

Special Techniques

One-Two Uppercut	□△□
Short Hammer Strike	□△□
Short Gut Punch	↘+△
Low Jab Uppercut	↓+□ (Neutral+△)
Ali Kick(s)	↓+X+○○○○○
Middle Smash	→→+△
Flying Cross Chop	→→+□+△
Jail Kick	→→+○
Drop Kick	→→+X+○
Delayed Drop Kick	X+○
Satellite Drop Kick	→→→+X+○
Dynamite Uppercut Hold	↓↘+△
Stomach Smash	→→Neutral+△
Elbow Drop	↖+△+○
Double Knee Drop	↗+X+○
Frankensteiner	↘+X+○
Animal Uppercut	→Neutral↓↘+□
Animal Kick Rush	↙+○X○X○
Animal Kick	↙+○□X○X○
Falling Kick, Animal Kick Rush	←+X+○X ○X○
Animal Punch Rush, Roll Punch	→→+□△□△□
Rolling Punch	→Neutral+□
Animal Gigaton (unblockable)	←+□

Anna Williams

Grappling Techniques

Arm Turn	□+X
Lifting Toss	△+○
Neck Throw	→+□+X

Embracing Elbow Strike	↘↘+□
Three Limb Break	(Behind) □+× or △+○

Special Techniques

Double Palm	→→+□+△
Triangle Punches, Double-Palm	□△→+□+△
Kneeling Kick	→→+○
Cold Blade Hold	↓↘+△
Cat Thrust Hold	↓→+□
Right Hand Stab	Hold ↓→+△
Cross Cut Saw	←+□□□
Triple Smash	□△× or ○
Flip Kick Low Hold	↓↖↑↗+○
Flip Kick (High) Hold	↓↖↑↗+○
High Kick, Low Kick, Uppercut	○×△
P-K Combo	△×
Double Smash	△○
P-Low Kick Combos	△↓+×
Low Kick, Uppercut	↓+×△
Lock Kick, Back Spinning Chop	↓+○□
Lowkick, Uppercut	↓ or ↓+×△
Cross Punches, Sweep	□or ↘+□△□○
Triangle Punches, Jumping Kick	↘+□△↗+×
Two Punches, Low Kick, Uppercut	↘+□△↓+×△
Uppercut+Punch, Kick	□or ↘+□△○
Head Ringer	×○
Reverse PDK Combo	□○
Flash Combo	↘+×□△
Rapid Kick Combos	↘+×××
Swan Combos	↘+×△
Creek Attack and High Kick	↘+××
Hunting Kicks	↗+○×○
Bloody Scissors (unblockable)	↓+□+△
Hunting Swan (unblockable)	↙+□+△
Attack Reversal	←+□+○ or ←+△+×
Tenstring	□△□△××△□△○

Armor King

Grappling Techniques

Coconut Crush	□+×
Backfall Suplex	△+○
Steiner Screwdriver	△+○↓↓↓+□+△

Steiner DDT	↙↙+□+△
Tombstone Piledriver	↙→+□+△
Jaguar Driver	←↙↓↘→+□
Giant Swing	→←↙↓↘→+□
Reverse DDT	(Behind) □+× or △+○

Special Techniques

Uppercut	□△□
Right Straight, Left Uppercut	△□
Ali Kick	↓+×+○○○○○
Middle Smash	→→+△
Flying Cross Chop	→→+□+△
Jail Kick	→→+○
Drop Kick	→→+×+○
Delayed Drop Kick	×+○
Satellite Drop Kick	→→→+×+○
Dynamite Uppercut	↓↘+△
Knuckle Bomb	↗+□+△
Jump-In Knuckle	↑Neutral+□+△
Low Jab, Uppercut	↓+□
Stomach Smash	→→Neutral+△
Elbow Drop	↗+△+○
Double Knee Drop	↗+×+○
Frankensteiner	↘+×+○
Black Smash	→Neutral↓↘+△
Dark Smash	→Neutral↓↘+□
Low Punch-Uppercut	↓+□Neutral+△
Straight Arrow	←+□+○
Black Shoulder	→+□+○
Super Knuckle Bomb	↗+□+△↓ (unblockable)
Jump-In Moon Drop	↗ (unblockable)
Tenstring	□△□□△○○○□

Bruce Irvin

Grappling Techniques

Knee Bash	□+×
Ribcrusher	△+○
Back Fling	(Behind) □+× or △+○

Special Techniques

Bazooka Leg	→→+○
Slice Knee	→→+×

Slice Elbow	➔+□+△
Sledgehammer	□+△
Handspring Escape	➔➔Neutral+X+O
Cyclone Edge, Tornado Uppercut	⬊+X□
Sniper Slash	➔➔➔+X
Step-In Middle Kick	⬊+X+O
Double Facebreaker	⬊+□△
Triple Kick Combo	➔+OXO
Circle-Punch Combo	□△□△
Quick Kicks	XX
Side Low and Side High Kick	Down+X+OX
Triple Sock Combo	➔+□△□
Square-Triangle Punch	□△(Neutral or ⬇ or ➔)+O
Triple Knee	⬅+OXO
Double Knee, Low Kick	Back+OX⬇+O
Gatling Combo	X△□O
Stopping Kick	⬅+X
Stopping Kick, Knee	⬅+XO
Stopping Kick, Feint Straight	⬅+X△
Southern Cross Combo	□OX
Northern Lights Combo	□△X
Sidewinder (Unblockable)	Back+△+X

Ganryu

Grappling Techniques

Jizo Hug	□+X
Body Drop	△+O
Lifting Toss	➔+△+O
Jaw Breaker	➔➔+△+X
Upside Down Drop	(Behind) □+X or △+O

Special Techniques

Spring Hammer Punch	(Lying) ⬇+□+△
Thigh Quake	⬇+O
Ganryu's Combo	□□□
Double Uppercut, Hammer	□+△□+△
Megaton Palm	⬅⬋⬇⬊+△
Megaton Float	⬅⬋⬇⬊+□
Scissors	➔+□+△
Hip Press	⬈+X+O
Kabuki Palm (infinite)	⬇+△△△△
Thunder Palm	⬊+△+X

Palm Lift	Hold ↓+□+△
Sumo Rush (middle or low ending)	Hold ↓+□□□△
Elbow Punch	→+△□
Devil Thrusts	→+□△□△□△□△
Devil Thrusts	△□△□△□△□
Uppercut, Devil Thrusts	↘+△□□□
Giant Tackle (unblockable)	←+□+△

Kazuya Mishima

Grappling Techniques

Shoulder Throw	△+○
Double Kick	□+×
Head-Butt	Forward, Forward, □+△
Ultimate Tackle	Down, □+△
Mounted Punches	(Tackle)△□△□△
Neck Throw	(Behind)□+×

Special Techniques

One Two Punches	□△
Jumpkick, Sweep	↗+○○
Power Uppercut	→Neutral↓↘+△
Flying Kick	→→→+×
Right Axe Kick	→+○
Double Axe Kick	(While standing)○○
Rushing Punch Combo	□□△
Flipkick	○×
Dragon Punch	→Neutral↓↘+□
Backfist Combo	□△△
Double Uppercuts	↘+□△
Hell Sweeps	→Neutral↓↘+○○
Left Axe Kick	→→+×
Alternate Power Uppercut	→Neutral↘+△
Alternate Dragon Punch	→Neutral↘+□
Alternate Hell Sweeps	→Neutral↘+○○
Dragon Punch, Side Kick	→Neutral↓↘+□×
Dragon Punch, Sweep	→Neutral↓↘+□○
Jumpkick, Two Sweeps, Sidekick	↗+○○○○
Sidestep	→
Spinning Dragon Punch	←+□+○
Tenstring	→→+△□△△×○○□△□
Tenstring	→→+△□△△×○○×△□
Ninestring	→→+△□○○△○×△□

Kuma

Grappling Techniques

Hell Press	□+×
Bear Hug	△+○
Bear Bites	→+△+○
Bear Shot	(Behind) □+× or △+○

Special Techniques

Bear Heaven Cannon	→+□□□
Spring Hammer Punch	(Lying) ↓+□+△
Elbow, Uppercut	△□△
Bear Punch Combo	□□□
Bear Knuckle	□+△
Bear Swing	Hold ↘+□△□
Uppercut Rush	↘+□△□△
Megaton Claw	←↙↓↘+△
Bear Scissors	→→+□+△
Hip Press	↗+×+○
Wild Swing	Hold ↘+□△□△
Short Bear Rush	Hold ↓↘△→+□
Medium Bear Rush	Hold ↓↘□△→+□
Long Bear Rush	Hold ↓+□□□△→+□
Sit Down	↓×+○
Bloody Claws	(Sitting) □△□△
Salmon Hunter	←→+△+×
Terrible Claw (unblockable)	←+□+△
Tenstring	↓+△□□□△□△□□+△□+△

Baek Doo San

Grappling Techniques

Hammerhead Throw	□+×
Blue Shark Claw	△+○
Cobra Bite	→→+△
Swordfish Throw	↙+□+×
Starfish Throw	(Behind) □+△

Special Techniques

Backfist	→+△
Jab and Straight	□△
Right Punch and Backfist	△→+△
Wing Blade	→Neutral↓↘+×
Break Blade	×○×

Butterfly Combos	XXXO
Black Widow Combo	XXOOX
Mantis Combo	XXOOOX
Baek's Rush Combos	↓+OXXX
Snake Combos	↓+XXX
Wave Needle	XXO
Knife Heel	→+OX
Triple Threat	→+OOX
Axe Kick	→→+X
Hammer Heel	→→+O
Hunting Hawk	↗+XOX
Triple Threat	→+OOX
Flamingo	←←+XNeutral
Flamingo Movement	(Flamingo)← or →
Cutting Heel	(Flamingo)X
Flamingo Low Kick	(Flamingo)↓+X
Flamingo Wave	(Flamingo)XXO
Flamingo Distraction	(Flamingo)XOOX
Heel Explosion (unblockable)	↙+X+O
Tenstring	OXXOXXXXOX
Tenstring	OXXOXXXOXX
Tenstring	OXOXXXXXOX
Tenstring	OXXOXXOXOX

Kunimitsu

Grappling Techniques

Flying Press	□+X
Hip Lock (Hip Sweep)	↙+□+X
Jawcrusher	△+O
Back Drop	(Behind) □+X or △+O

Special Techniques

Spiral Launch, Spiral Dive	→→+X+O□+△
Spinning Hilt Strikes	←+□
Spinning Leg Sweeps	↙+X
Falling Tree Kick	(Spinning Leg) →+O
High Kicks	OOO
Flipping Stomp	↗+X+O
Jumping Knee	→→+O
Lightning Kick	XO
Spinning Sweep	Hold ↓↘+X
Punch (high kick or low kick)	△(X or ↓+X)

Kunai Stab (unblockable)	↙+△
Kunai Murder (unblockable)	←+△
Kunai Advance (unblockable)	→→Neutral+△
Tenstring	□△□○○○□△×△

Lee Choalan

Grappling Techniques

Neck Fracture	□+×
Chastisement Punch	△+○
Knee Bash	→→+×+○
Bulldog	(Behind) □+× or △+○

Special Techniques

Double Knuckle	△△
One-Two Punch	□△
Step-In Middle Kick	↘+×
Blazing Kick	↓↙+○
High Flipkick	Hold ↓↖↑↗+○
Feint Kickflip	Hold ↓↖↑↗
Spinning Kick Combo	○×○
Left Fist Flurry	□□□□□
Dragon Knuckle Combo	→+△△△
Flip Drop	Hold ↓↖↑↗+×+○
Shin Kick	↓+×
Dragon Slide	Hold ↓↘↘+×
High Kick, Flip Kick	Neutral+○↑+×
Dropping Slide Kick	→→Neutral+×+○
Lowkick, High Kick	↓+○Neutral+○↓+○○○○
Heel Drop	→→+×
Back Handspring	←←Neutral+×+○
Shredder Combo	→→Neutral+×○○
Silver Cyclone (unblockable)	↓+×+○
Silver Fang (unblockable)	↙+□+△
Tenstring	↘+□△△ □×××○×○

Prototype Jack

Grappling Techniques

Hell Press	□+×
Punishment Drop	△+○
Gigaton Punch	←↙↓↘+△
Slap	↓↙+△+×
Reverse Slam	(Behind) □+×

Special Techniques

Straight Punch, Elbow, Uppercut	△□△
Hammer Combo	□□□
Machine Gun Knuckle	↙+□□□△
Hammer Knuckle	□+△
Knuckle Swings	Hold ↓↘+□△□
Megaton Punch	←↙↓↘+△
Power Scissors	→→→+□+△
Wild Swing	Hold ↓↘+□△□□
Hip Press	↗+X+○
Blade Fan	(Sitting) □△□△
Exploder	←↙↓↘+□
Blast Combo	↓+□△
Medium Hammer Rush	Hold ↓↘ □△→+□
Long Hammer Rush	Hold ↓+□□□△→+□
Uppercut Rush	↘+□△□△
Head Slide	→→+X+○
Dark Cutter (unblockable)	→+○□
Tenstring	↓+△□□□△□△□□+△□+△

Wang Jinrey

Grappling Techniques

Neck Throw	□+X
Reaping Throw	△+○
Whirlwind Throw	↘+□+X+○
Waning Moon	↘↘+△+○
Back Drop	(Behind) □+X or △+○

Special Techniques

Death Fist	○△ +△
Catapult Combo	□□□ or ↘+□□
Front Leg Sweep	↓+○
Uppercut	↓+○□
High Kick	↓+○Neutral+○
Fan Kick	↓+○↓+○
Sky Cannon	(While standing)+○
Earthquake Stomp	↗+X+○
Double Strike	→→→+□+△
Punt Kick	↘+X
Hit, Rear Sneak, German Suplex	△←□+△
Back Leg Sweep	Hold ↓↘+○
Penetrating Bow Leg	Hold ↓↘+○X

Lunging Double Fist	↘+□+△
Right Front Strike	→+△
Heaven Cannon (unblockable)	←←+□
Indigo Punch (unblockable)	←+□+△
Attack Reversal	←+□+×
Tenstring	△□□△××××○○□

Devil or Angel

Grappling Techniques

Shoulder Throw	△+○
Double Kick	□+×
Head-Butt	→→+□+△
Atomic Drop	(Behind) □+× or △+○

Special Moves

One-Two Punches	□△
Jump Kick, Sweep	↗+○○
Dragon Punch	→Neutral↓↘+□
Power Uppercut	→Neutral↓↘+□
Hell Sweeps	→Neutral↓↘+○○
Jumping Side Kick	→→→+×
Left Axe Kick	→→+×
Right Axe Kick	→+○
Flipkick	○×
Double Uppercuts	↘+□△
Backfist Combo	□△△
Punch Combo	□□△
Ground Lazer (unblockable)	□+△
Air Lazer (unblockable)	×+○
Tenstring	→→+△□ △△×○○□△

Big Heads Cheat

In Vs. mode, press and hold Select while picking your character and you fight with a big head.

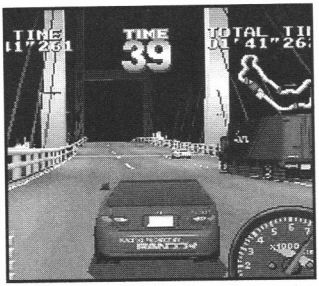
THEME PARK

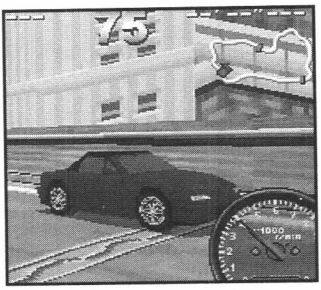
Cheat

Enter your name as **BOVINE** at the start. You can now get more cash by pressing ○+□+× at any time during the game. This can be done more than once.

TOKYO HIGHWAY BATTLE

Cheats



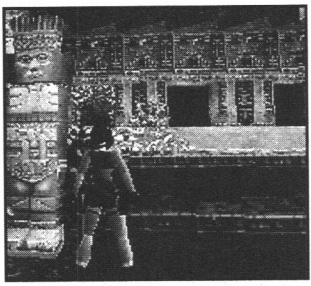


For maximum money, press and hold…
L1+L2+R1+Start+Down on Controller Two right after the opening demo, when the checkered flag title appears. Don't release until the title flashes and the letters finish flying onto the screen.

Also, when you defeat Drift King, three more cars (Supra, NSX, and GT-R) become available. Use one of those cars and defeat the King again to activate color select. To use this, go to the Car Selection screen and press **R2.**

TOMB RAIDER

Level Tips



Caves

Find your way around to the bridge, exit out on the right side of this area. Jump across the pit and go down the stairs. Inside here you need to hit the switch and exit the door. Search the area for a switch to open the large door to exit.

City Of Vilcabama

From the start, go left into a large room and look for a door with a switch at the side of it. Go through and search for a Silver Key and Gold Idol. Use the Silver Key on the lock in the large room and go through the door. Proceed through

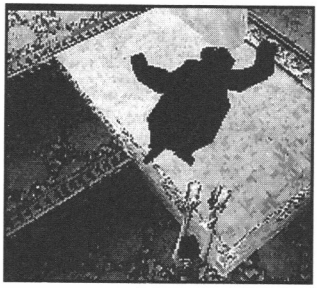
the room going through each of the three doors in the temple in order by using the switches. After entering the final room, you need to use the Gold Idol to exit.

Lost Valley

Drop into the stream and fall over the waterfalls. Go left through a cavern after you get out of the water and climb up the cliff at the end. Once in the Lost Valley you need to obtain three cogs. Once you have found these, go back to the start and go upstream by jumping across the banks. Once you have found the bridge, cross it, then use the three cogs on the mechanism on the other side. You can then exit the level through the door behind the waterfall.

In the next section use the switch on the right side in the main room and go through the door. You have to complete each of the puzzles inside the three corridors. The puzzles will comprise of finding a switch, which in turn will open one of the gates in the main tunnel. Go through the main corridor and take the Scion. Exit this level by going back to the waterfall.

St. Francis' Folly



Move the block on to each of the Ω symbols. Go through the opened door and use both switches, then go through the door at the top of the main room. You then have to find the switch that lowers the water level in the tunnel. Once this is done, you can enter the central room where all the puzzles have to be completed. They comprise of four keys located in rooms off the central room. They will enable you to exit the level through the large door at the base.

Colosseum

Go into the water and climb out the other side. Climb up onto the second ledge of the large building up ahead. Enter the cavern on the other side and you will find the Colosseum. Go down into the main arena and then go through the entrance on the left. Go down the slope and use the two switches.

Go through the corridor and climb out into the main arena. Look for the opened gate on the other side of the arena. Solve the puzzle and go through the metal door then go left at the spikes then climb out onto the large rocks. Jump across and enter the emperor's balcony. Find the hidden switch and then you can enter the three doors at each corner of the Colosseum. Find the Silver Key and use it to exit.

Palace Midas

Climb out of the water and go right. Go up the stairs into a large room with four doors. Use the five Switches to make a combination to enter each of the four doors. Complete each task in the rooms to obtain three Lead Bars. Once you have collected them, use them on the hand of Midas near the garden to turn each bar into gold. You have to use the three Gold Bars on a special lock to exit the level.

Cistern

Obtain both Rusty Keys and use one of them on the left rusty door. Go through the following rooms to obtain a Silver Key. You now need to find a room with a switch, which will raise the water level. Use the other Rusty Key and obtain the Gold Key. Proceed into the main large room and find a small tunnel in the water. Go through and use a lever to open the door. Collect the second Silver Key. Use both Silver Keys to open both doors. Use the gold key in the following room. Go through the door and pull the block in the next room to exit the level.

Tomb of Tihocan

Swim down the tunnel and use the lever to lower the water level. Use the switch and go through the door and use another switch to turn on the current. Use the current to go down the tunnel. In the next room, make your way up to the top level and jump through the left passageway. Use the switch to raise the water. In the following room, collect the Gold Key. Use this and go across the water. Complete each of the puzzles in the next room and obtain two Rusty Keys. You need to find the tomb. Go in and kill Pierre and collect the Scion. Proceed through the door to exit the level.

City of Khamoon

Find the Sphinx and take the Sapphire Key from behind it. Use the key inside the Sphinx and go through the door. Carry on until you find a large room with a pool of water and a statue of a cat. Go into the water and complete the puzzles until you use a switch to lower the floor around the cat. Go to this point and do the following rooms, taking another Sapphire Key and complete the puzzle to lower the sand. Use the Sapphire Key to exit the level.

Obelisk of Khamoon

From the start go into the room with push blocks. Push the blocks until you find a Sapphire Key. Use this to open two doors. You now need to use the switches to lower the four bridges to enable you to collect the four artifacts. Once you have the artifacts, go into the water and down the tunnel. Climb out of the water and go into the adjacent rooms until you locate the room with the Sphinx. Use the artifacts on the large pillar in the center of the water to open the door and exit the level.

Sanctuary of the Scion

Go up the stairs and climb out of the top. You need to find two switches. One is on the cliff face. Climb up and use this to open a door. To reach the other switch, climb up the pillars until you reach the top and use the switch to open the door, also on the cliff face. Go through each door and obtain the Ankh keys. Use these at the top of the Sphinx to open the last door.

Pass through the door into the water. Search for the lever to open the door, make your way to the top of the room and go back down. You now need to find the switch, go through another door and locate the Scarab. Use the Scarab to open the gate, pass through, kill Larson and take the Scion.

Natla's Mines

Swim under the waterfall and use the switch. Go into the room with the drilling machine and find the hidden corridor. This opens a further door under the waterfall. Go through into the following rooms and complete each task to obtain the three Fuses.

Use the Fuses to lower the cabin and take your Pistols.

Proceed to where the Cowboy is and kill him. Jump to where the switch is located, fall and grab. Carry on, jump onto the pillars in lava and find a room with TNT crates inside. Pull one of these to the next room, go through the tunnel and use the switch to blow up the TNT.

Pass into the next room and kill the Skateboard Kid. Get past the rolling boulders and climb up the pillars. Go into the adjacent rooms using switches and pulling blocks. Now kill Bald Man and jump up to the top of the pyramid. Use the switch and go through the door. Take the key and use this inside the pyramid to open the door.

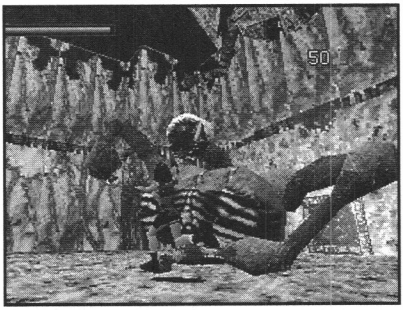
Atlantis

At the start of this level, you need to use switches until you open the middle door. Go through and make your way up to the top of the level. Use switches until you come into a room with an alien version of yourself. You must destroy the alien, but not by shooting.

The alien will do what you do. Once you have destroyed the alien, carry on through until you come to a room with a moat containing lava. Use the switches on either side to open the door and raise the sections of bridges. Go over the bridge before it gives way (due to a timer). In the following room, try taking the Scion!

The Great Pyramid

You need to kill the Boss to open the door. Go through and complete the following puzzles until you arrive at the room with the Scion. Shoot the Scion to open the door. Drop down on the right side of the bridge and into the hole. Now you need to complete the following puzzles by dodging boulders and swinging blades until you reach a large room with a swinging blade and a small area of water at the bottom. Jump onto the collapsing tile and run and jump across. From here, jump and dive into the pool, confront Natla and escape the pyramid.



TOTAL ECLIPSE

Ten Continues, Planes and Plasmas

Pause the game and click on Options. Press △, □, ○, □, △, □, **L1**, **L1**, **R1**. Click on the picture to the right—you see a skull. Enter △, □, **L1**, **L1**, □, △. The game restarts with the cheat in place.

Stage Select

Again go into the Options menu. Go to Password, hold **Select** and press △, **L1**, □. release **Select** and press △, **L1**, □, △, **L1**, □. A Round Select option is now available.

TWISTED METAL

Level Passwords

Warehouse	○△□○○
Freeways	×□□○△
River	×△□○□
Suburbs	×□△△△
Rooftops	□△×○×

Hotel: Find a pyramid on the Rooftops level and blow it away. Drop down the hole to drive around inside a hotel.

Cheats (enter as passwords)

Invulnerability	□△× (space) ○
Infinite Weapons	△ (space) □○○
Unlimited Turbos	△×△△○
Helicopter	○○△×
Fight for Your Life	□△○□□
Fight Minion	△×○□△

VIEWPOINT

Passwords

1.1:	**CGG**	3.1:	**HGD**	5.1:	**MGJ**
1.2:	**CLL**	3.2:	**HLG**	5.2:	**MLD**
1.3:	**CRR**	3.3:	**HRL**	6.1:	**PGL**
2.1:	**FGD**	4.1:	**KGG**	6.2:	**PLG**
2.2:	**FLJ**	4.2:	**KLD**	6.3:	**PRD**
2.3:	**FRN**	4.3:	**KRJ**		

V-TENNIS

Secret Characters

Mr. Tonkin: On Character Select screen, press **L2, L2, R1, R1, R1, Down,** △, △, △, △, ○.

Mrs. Tonkin: Hold **L1+R2+Up +**□**, then press** ○.

WARHAWK

Cheat Codes

Infinite Weapons+Invincible	○○○ (space) ×△××
999 Flash Bombs	□○□□△×△△
Super Swarmers, Ultra-Lockons	×○○□×△○△
Epilogue Text	SS (space) ○□×□△
Special Upgrades Text	□ (space) ○□△×□□
Movies	TX (space) ○○×△□

Passcodes

Desert Level	△□×△××□□
Pyramid Risen	△□×△○□○×
Desert Level	△○□△○○×□
Canyon Level	○△△×○○□○
Canyon (Amber)	○□○□×○○△
Canyon (Belle)	○△×□○○△△
Canyon (Crystal)	○□△□△△△□
Approaching Uma	○○○□△△□△
Airship Level	×△×□□△□△
Airship (Changed)	×○△△○○○×
Hanger Open	×□△○×△□□
Volcano Level	□△×××△○□
Volcano Boss	□□×○△○□△
Gauntlet Level	△○△○△×□□
E. Gauntlet Boss	△○×△○×△□
W. Gauntlet Boss	△○○□△○○×
With Gatekeeper	△○○△△×□△
Stormland	△×△□○×○○
Force Field 1	△××□○□○×
Force Field 2	△×△△△×○△
Force Field 3	△×□○△×△□
Kreel's Door Open	△×□△○□××
Meet Kreel	△×△□□□×△

WINNNG ELEVEN

More Teams

Go to the team on the far right and press **L1, L2, R1** and **R2** together. There's now another team to the right.

WIPEOUT XL/WIPEOUT 2097

Super-Fast Piranha Ship

On the main menu section of the game push and hold buttons **L1, R1** and **Select.** Now push: ×, ×, ×, ×, ○, △, □. The Phantom craft is by far the fastest in the game and has a top speed of more then 400 mph! However be warned that this craft cannot use any of the weapons making it susceptible to attack from fellow competitors.

Phantom-Class Racing

On the main menu section of the game push and hold the buttons **L1, R1** and **Select.** Now push: △, △, △, △, ○, ○, ○, ○. This enables you to race in the mega tough Phantom class.

Track Cheat

Once again on the main menu section of the game push and hold the buttons **L1, R1** and **Select.** Now press: □, ○, △, ○, □. This cheat allows you to race in all of the tracks on the easy level. This option is great for practicing a track before you race on it for real.

Game Secrets

The following tricks are activated while playing the game. All you need to do is simply pause the game and enter them.

Code: □, ○, ×, □, ○, ×, △
Effect: This activates a mini-gun on the front of your craft and turns *WipeOut XL* into a shoot-'em-up! All you need to do in order to win a race is simply destroy your competitors then complete the required amount of laps—dead easy when you know how!

Code: △, ×, □, ○, △, ×, □, ○
Effect: This cheat gives you infinite energy so no matter how many mines you run over, you'll never have to use the pit area. This cheat allows you to keep lap times high and means that you can take all of the missiles or mines the CPU drivers throw at you, it simply doesn't matter!

Code: ×, ×, □, □, ○, ○, △
Effect: This code gives you a constant supply of weapons. However you are only given offensive weapons like mines, missiles, Plasma Bolts, and the like. The more useful power-ups like the Auto Pilot and Turbo boost cannot be used and cannot be collected, so while this cheat is quite useful it can cause some problems.

Code: △, □, ○, ×, △, □, ○, ×
Effect: This is the most useful of all the cheats. Input this code and you'll have infinite time, so no matter how slow you are you'll be able to finish the race.

WORMS

Sheep and Banana Bombs

On the weapon select screen, press □ and × 10 times and you gain both these bombs.

Exploding Sheep

Go to the Weapons Option screen. Move the cursor away from the exit icon and press ×, □, □, ×, □, □, ×, □, □.

WWF WRESTLEMANIA

Combo Refill

To make the combo meter refill on the character select screen hold L1 and L2 and press □, ×, ○, △.

Paused Cheat Codes

Pause the game and enter one of these codes:

Reset Cheats	□, ○, △, ×
No Human Damage	×, △, **R2, Up**
Powered Hits	×, △, **L2, Down**
Half Power Hits	×, △, **L2, Right**
Stop Timer	×, △, **R2, Left**

Character Select Cheat Codes

Alternatively, enter one of these on the Character screen:

Combo On	**L1+R2,** □, ×, ○, △
Hyper Mode	**L1+R2, Up, Down Up, Down,** △, △, **Right, Left**
Invincibility	×, △, **R2, Up**
More Powerful Hits	×, △, **L2, Down**
Less Powerful Hits	X, △, **L2, Right**
No Time Limit	X, △, **R2, Left**

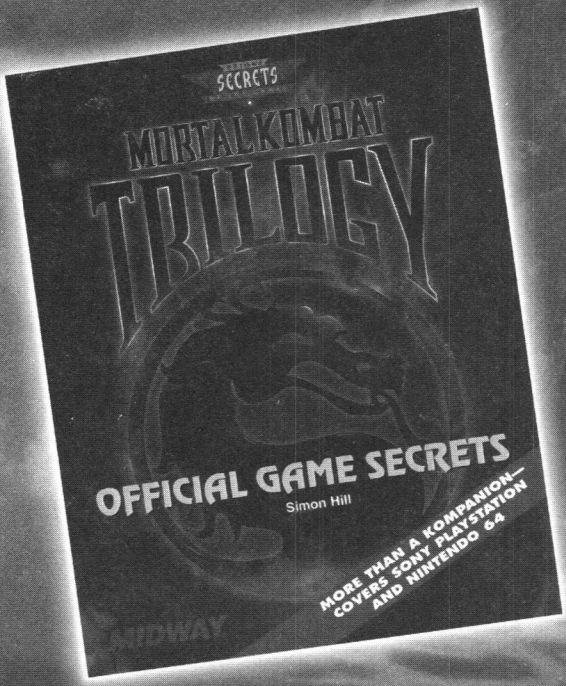
ZERO DIVIDE

Computer Vs. Computer

In two-player mode start a game while pressing all four shoulder buttons (L1, L2, R1, and R2). Choose the fighters, and watch the fun as the computer plays itself. This isn't too impressive as a cheat, but maybe you can pick up a few tips from the computer players.

Play as Zulu

Beat the game with all eight main characters. Play as X-Tal: and attempt to beat the game on the Normal setting or higher without using up any of your continues. Now you'll be able to play the game again from the start but now as Zulu—the ultimate warrior!



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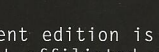

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